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SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

manhunt 2™

PATIENT: 197810374 GPREJDO 5270134

COVERS SONY PLAYSTATION® 2
COMPUTER ENTERTAINMENT SYSTEM,
PSP®, AND NINTENDO WII™

BASED ON A GAME RATED BY THE ESRB
MATURE 17+
M

Written by Tim Bogenn

ROUTE PLEASE
1. Nat NW
2. Don
3. Bud
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CONFIDENTIAL

100% cure
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Insight
Rx ~~[illegible]~~

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PER STUDIA NOVA · THROUGH STUDY THE MIND IS NEW

MCMXXVIII

EST. 1932

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DIXMOR HOSPITAL FOR THE CRIMINALLY INSANE

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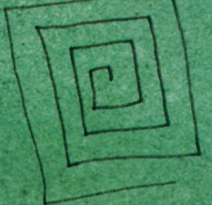

Head injury
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Affective illness

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JUL
Medical Examiner

manhunt 2™

PATIENT: 197810374 GPREJDO 5270134

Intro 2

Controls 3

Breaking Out 5

[redacted]

Walkthrough

Awakening 12
Ghosts 19
Sexual Deviants 27
Red Light 35
Best Friends 42
Safe House 51
Bees Honey Pot 56
Assassination 66
Most Wanted 80
Ritual Cleansing 89
Origins 100
Broadcast Interrupted 110
Altered State 122
Domestic Disturbance 131
Personality Clash 141

Bonus Level

Release Therapy 148

Extras 158

INTRODUCTION

DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
EST. 1932

Internal Memo

High Security Ward

URGENT

From Dr. Pickman

Re: Danny Lamb and Leo Kasper

Enclosed are Danny Lamb and Leo Kasper's ID bracelets found discarded after last night's incident. This is the only potentially damaging evidence we have found so far. I trust every possible precaution will be taken to ensure that any records related to these patients are destroyed.

We are all too aware that both subjects pose a highly serious threat to society, let alone the very existence of "The Project." Both patients suffer severe psychotic episodes characterized by intense paranoia, involuntary psychotic reactions, delusional hallucinations and acute schizophrenia disorders.

I know I don't need to mention the severity of the consequences for us and "The Project" if these patients have escaped.

We MUST track them down.

Dr. Whyte

Dr. Whyte

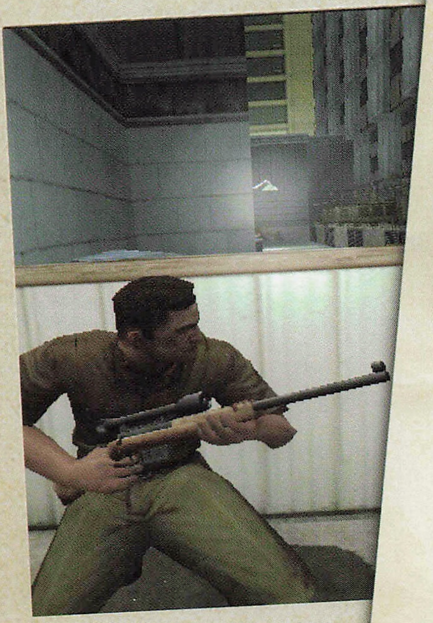
CONTROLS

PLAYSTATION® 2

Button	Command
✕	Run
□	Hit/Execute/Wall tap/Hold for heavy attack
△	Wall squash/Block in melee combat
○	Use/Pick up body/Drop body/Crawl/Climb
L1	Target enemy/Free aim lure/Aim round corner/Use scope
R1	Shoot/Throw lure/Execute
L2	Strafe left
R2	Strafe right
Left analog stick	Movement/Zoom scope
Right analog stick	Look around/Aim x-hair/Cycle target
L2 + R2	180-degree turn
Up (D-pad)	Reload/Toggle flashlight on/Toggle flashlight off
Down (D-pad)	Swap weapon
Left (D-pad)	Cycle inventory
Right (D-pad)	Cycle inventory
SELECT	Inventory screen
START	Pause/Options/Skip cutscene
L3	Look back
R3 (not in aim mode)	First person view
R3 (in aim mode)	Free aim

Wii Gameplay

Although the PlayStation 2 and PSP versions of Manhunt 2 are identical (other than controls), the Wii features some important differences in the gameplay experience. Throughout this guide, we have highlighted all unique aspects to the Wii version of the game.



WII™

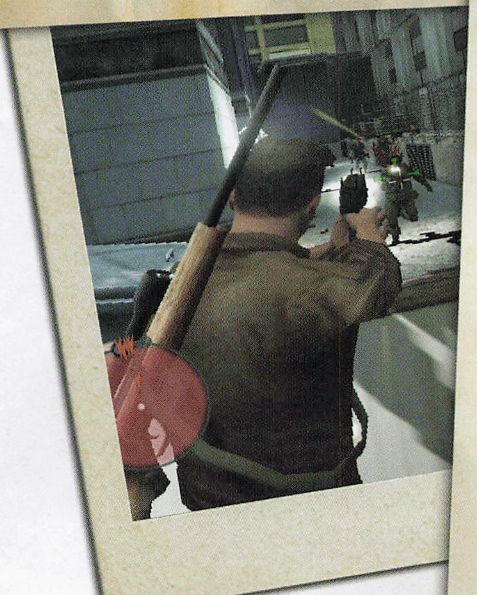
Button	Command
Nunchuk	
Control Stick	Move/Aim/Zoom scope/Look in first person view
C	Target enemy/Enter gun aim mode/Enter scope mode/Strafe modifier
Z	Run
C+Z	Enter advanced mode
Tilt Left/Right	Peer left/right
Move down	Reload
Move forward	Left punch
Wii Remote	
Control pad left/right	Strafe left/right/Cycle target
Control pad down	Cycle weapon
Control pad up	Wall squash
A	Execute/Use/Crawl/Climb/Pick up body/Drop body
B	Shoot/Throw lure
-	Inventory
+	Pick up weapon
1	First person view
2	Pause/Options
Pointer	Aim gun/Aim in scope mode
Move down	Knock on wall
Move forward	Right punch
Wii Remote + Nunchuck	
Tilt back	Block in melee combat

Control Mode A

PSP™

Button	Command
✕	Run
□	Execute/Attack (hold for heavy attack)/Shoot/Throw lure/Wall tap
△	Block/Attach to wall or obstacle/Zoom in
○	Pick up body/Drop body/Use/Crawl/Climb/Zoom out
△ + ○	Look back
Analog stick	Move/Look in First Person view/Aim in free aim mode
L button	Strafe left
R button	Strafe right
L + R	Target enemy/Aim lure/Use scope/Aim around corner
Left	Peer left/Cycle target
Right	Peer right/Cycle target
Up	First Person view/Free aim (if gun is equipped)
Down	Reload/Toggle flashlight on and off/Swap weapon
Analog stick down + △	180-degree turn
SELECT	Inventory—use in conjunction with directional buttons
START	Pause/options

Clinical Record Card



Control Mode B

PSP™

Button	Command
✕	Run
□	Execute/Attack (hold for heavy attack)/Shoot/Throw lure/Wall tap
△	Block/Attach to wall or obstacle/Zoom in
○	Pick up body/Drop body/Use/Crawl/Climb/Zoom out
Analog stick	Move/Look in First Person view/Aim in free aim mode
L button	Target enemy/Aim lure/Use scope/Aim around corner
R button	Strafe modifier
Left	Peer left/Cycle target
Right	Peer right/Cycle target
Up	First Person view/Free aim (if gun is equipped)
Down	Reload/Toggle flashlight on and off/Swap weapon
Analog stick down + △	180-degree turn
SELECT	Inventory—use in conjunction with directional buttons
START	Pause/options
△ + ○	Look back

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Moves

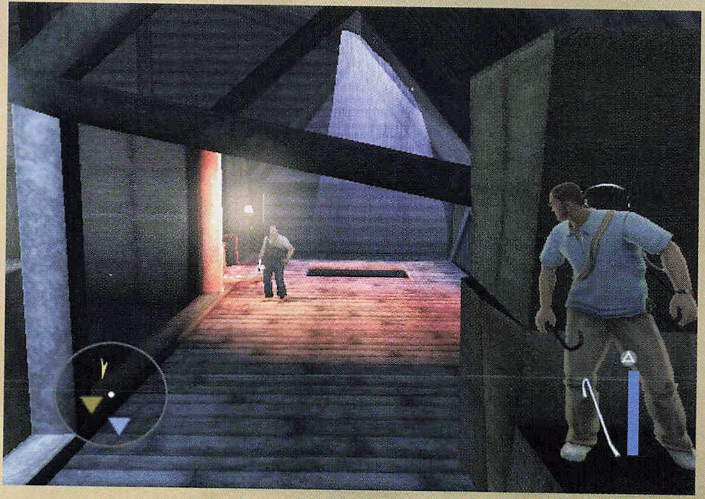
Movement

The further you tilt the movement control stick, the quicker you walk. To run, press and hold the Run button (check *controls* for your console-specific controls). Although your stamina is not unlimited, it takes a lot of running to reach that limit. Stamina regenerates over time.

As far as stealth goes, running makes more noise than walk or sneaking. Sneaking is completely silent movement, but enemies can hear you when you walk quickly or run. The yellow circle in the middle of the radar indicates your noise level. Walking on gravel or similar surfaces makes noise regardless of whether you are running or sneaking. Watch where you step or what you bump into that could generate noise and may alert nearby enemies.

Knocking

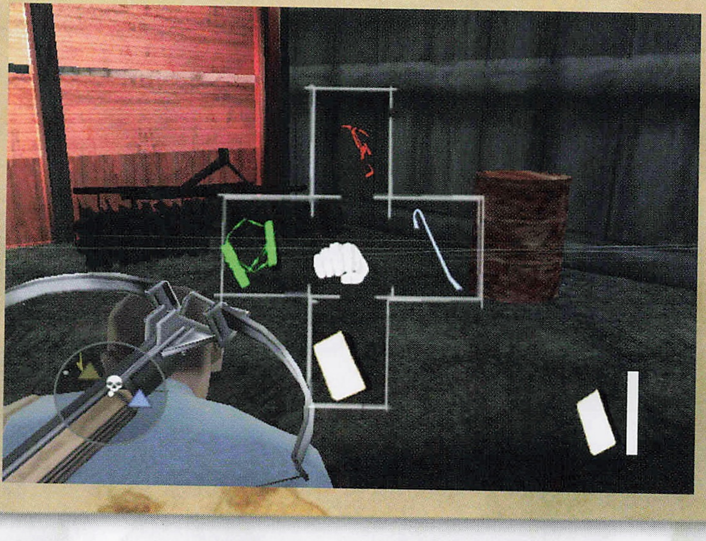
Press the Attack button when facing a wall or while Wall Squashing to knock on the wall. This is accomplished by pressing and holding the A button on the Wii version. The noise lures hunters. When luring enemies with wall knocks, it's always a good idea to move away from the area where you knocked to a nearby shadow or around a nearby corner.



That way, when the enemy inspects the location of the noise, you are not there. You can then sneak up on the enemy and execute him.

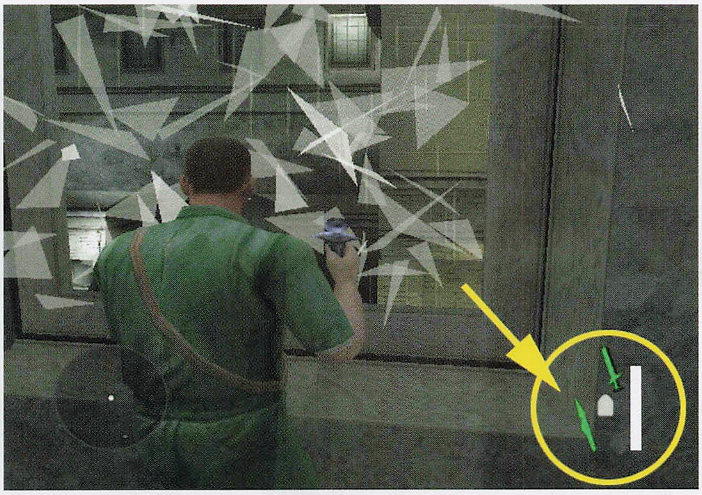
Inventory Slots

Weapons and items are categorized by color. These colors represent unique inventory slots. You can hold up to four items at once. The selected item appears in the lower-right corner of the screen. Press the Inventory button to bring up the item and weapon selection screen. From there, you can select the weapon or item of your choice while the game is paused.



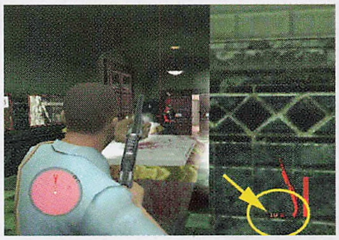
Lure items are in the yellow inventory group, one-use weapons are green, light melee weapons are blue, heavy melee weapons are red. Guns are also red, so you cannot carry a heavy melee weapon and a gun at the same time.

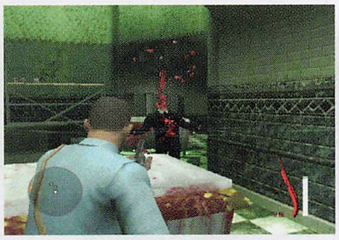
You also cannot pick up a weapon if you're already carrying an item of the identical color. You can, however, swap the carried weapon out for the new weapon on the ground. This is how it's done: Stand over the weapon until the swap indicator appears in the bottom-right corner (the new weapon or item and the old weapon or item to be dropped appears), then press the Down button. The weapons or items are now swapped. On the Wii version, press and hold the + button to swap weapons.



Firearms

All firearms have limited ammo, which is indicated in the bottom-right corner of the screen. It displays the total amount of ammo, followed by the amount loaded in the gun. To reload, press up, down, or shake down, depending on the system you are playing. You pick up more ammo by running over a similar dropped weapon or by finding cases of ammo in hidden areas, such as cabinets or lockers.





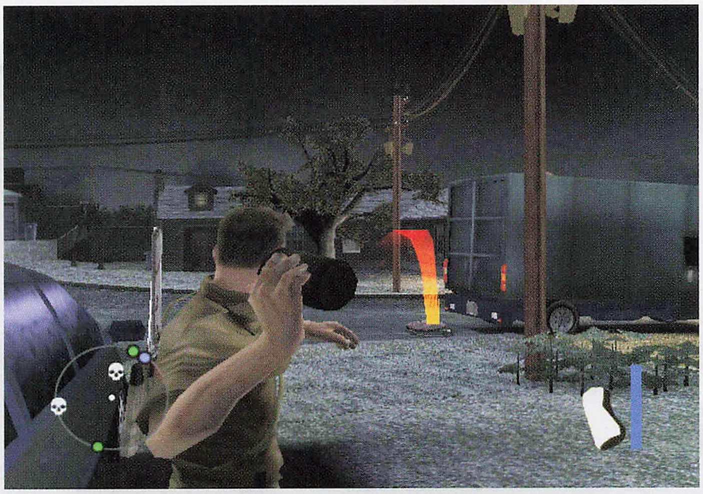
Target a nearby enemy, then fire. At a closer range, you can tilt the targeting arrows toward the enemy's head. A head shot kills the enemy with just one round. At a very close range, the automatic targeting arrows automatically target the head.

On the Wii, you are always in free aim mode. On the PlayStation versions of the game you can enter free aim mode manually (see controls for details). A white dot appears as your targeting reticle. Free aim disengages auto targeting and allows you to shoot objects around enemies without targeting the enemies or allows you to shoot objects like locks on doors or gates.

New to the Manhunt series are Gun Executions. These attacks are performed similarly to Hasty executions, but while holding a firearm. We say "Hasty" because there is only one level of brutality in a Gun Execution. When close enough to the enemy, the execution indicator goes straight to red. Once red, you can perform the execution. Gun Executions are loud to your ears, but not to nearby enemies.

Lures

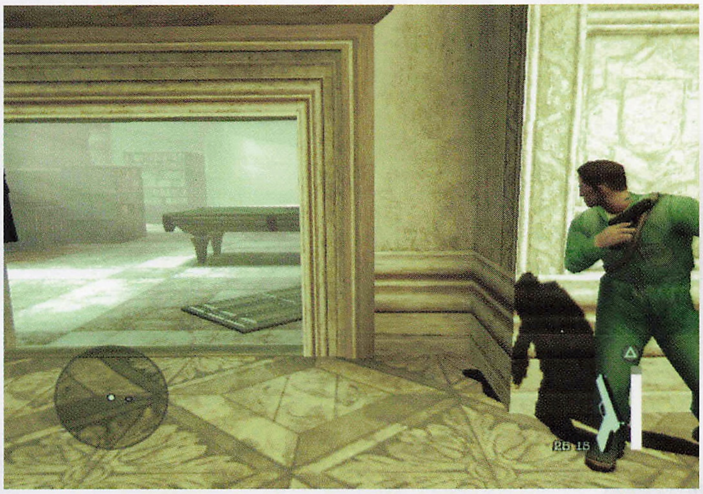
A Lure is any noise-making item or activity that attracts hunters. Hunters usually pinpoint the source of the noise, so you must move into hiding once you get their attention. Making noise while in the shadows does the trick if the hunter is at a safe distance. The hunter will spot you if you make noise while he faces your shadow. Lures can be performed by smashing glass, throwing lure items, knocking on walls, firing weapons, or doing anything you can think of that makes noise.



Using Lure items effectively is a practiced skill. Throw a Lure item near your shadowy hiding space, but not so close that the hunter looks in your location. Once his back is turned, creep up behind the hunter and execute him.

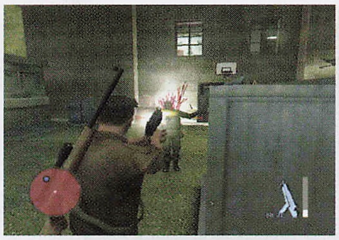
Peeking Around Corners

This move is especially handy when playing in Insane mode (where there's no radar). Wall Squash and then strafe along the wall until you reach the corner. Continue to strafe toward the edge and Danny or Leo will stick his head out and look around the corner. Even if you're not in a shadow and your head is sticking out, hunters will not see you around the corner.

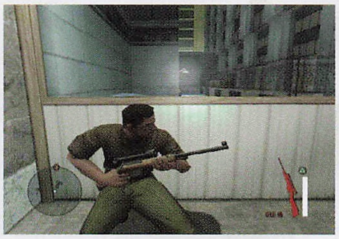


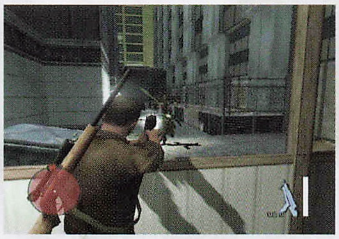
Swing Out Attacks

While in possession of a firearm, Wall Squash, strafe to the corner, and press the targeting button to whip around the corner. Continue to hold it while you fire off a round. As soon as you let go of the targeting button, you return to cover with your back pressed up against the wall.



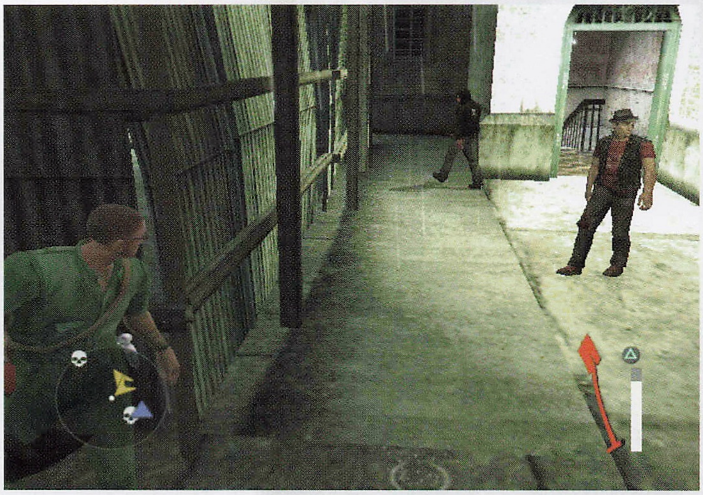
This move can also be performed while pressed up against short walls, dumpsters, crates, and any object that causes you to crouch. When you press the targeting button, you pop-up over the top of the object. You can also shoot around the corner of short objects you are Wall Squashed behind.





Non-Firearm Swing Outs

When equipped with a red weapon, Wall Squash to the corner of a wall, target your enemy around the corner, and press Attack button to perform a Swing Out attack. On the Wii: When equipped with a red or blue weapon, Wall Squash to the corner of a wall and quickly move the Wii Remote forward to perform a Swing Out attack. These attacks take the victim out with one hit, but do not count as an execution.

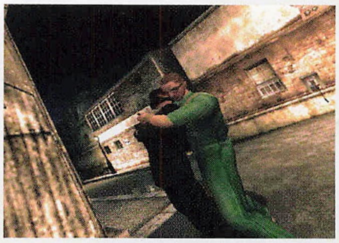


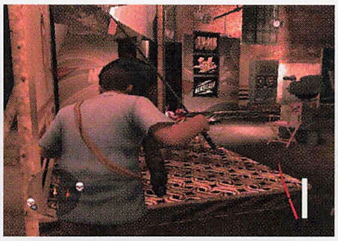
Execution Techniques

There are three styles of attacks that can be performed during an execution: Hasty, Violent, or Gruesome.

Walk up behind the unsuspecting hunter, target him, then press and hold the Attack button *after* the execution indicator around the hunter's head turns white. If you press the Attack button (the A button on the Wii version) before it turns white, you will swing your fist or weapon and make enough noise to alert your victim. Executing while the indicator is white triggers a Hasty execution.

If you want to perform a Violent execution, remain behind the victim and continue to hold the Attack button (the A button on the Wii) until the arrows turn yellow.

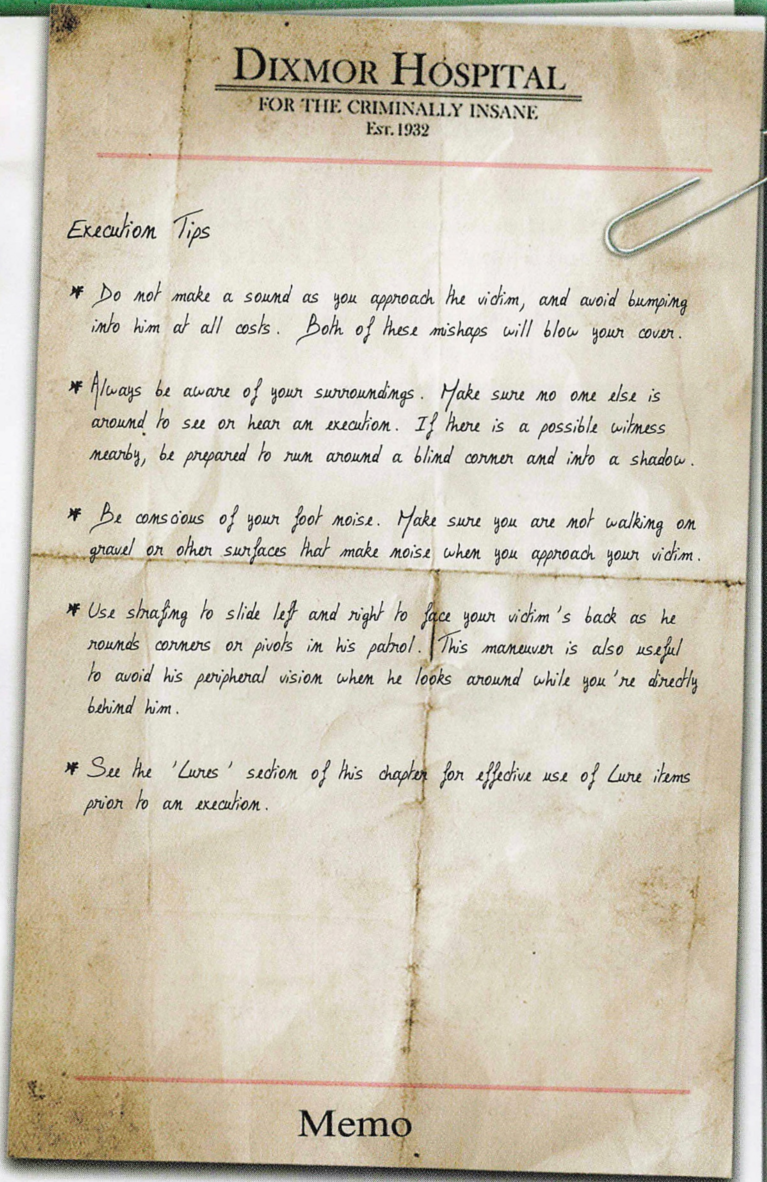




When you are sure the victim is not going to turn around, continue to hold the Attack button (the A button on the Wii) until the arrows turn red, then let go to perform a Gruesome execution.

Each style of attack triggers a unique camera close-up cinematic that features the victim being murdered in an exceptionally violent way. Each weapon has three unique execution cinematics.

On the Wii, however, your job is not done after choosing what style of execution you wish to make. In this version of the game, you must complete a set combo that is specific to the level of execution and the weapon you are holding. Find Wii weapon combos on our fold-out.



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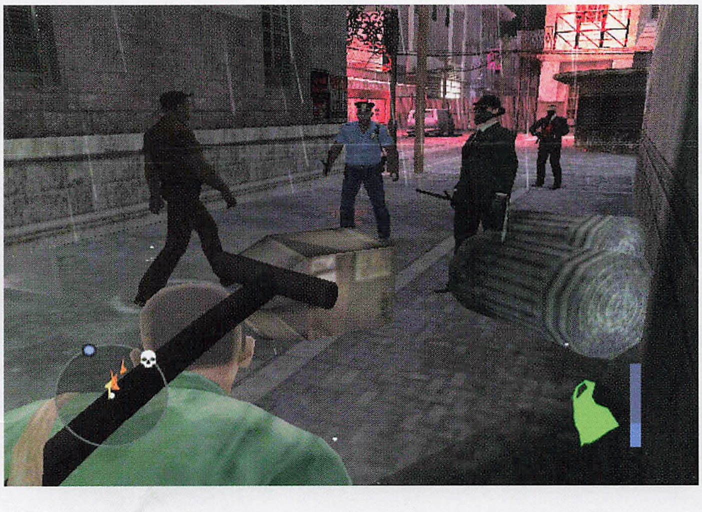
Execution Tips

- Do not make a sound as you approach the victim, and avoid bumping into him at all costs. Both of these mishaps will blow your cover.
- Always be aware of your surroundings. Make sure no one else is around to see or hear an execution. If there is a possible witness nearby, be prepared to run around a blind corner and into a shadow.
- Be conscious of your foot noise. Make sure you are not walking on gravel or other surfaces that make noise when you approach your victim.
- Use strafing to slide left and right to face your victim's back as he rounds corners or pivots in his patrol. This maneuver is also useful to avoid his peripheral vision when he looks around while you're directly behind him.
- See the 'Lures' section of this chapter for effective use of Lure items prior to an execution.

Memo

The Radar

During Sane mode, you enjoy the assistance of radar in the bottom-left corner of the screen. The radar reveals the location of the enemies, who are displayed whenever they are visible or making noise. Their arrow blip shows the direction they are facing. The color of the arrow indicates the level of the hunter's awareness. Red is aware, orange is suspicious, yellow is idle, blue means they cannot hear you. Colored triangles represent enemies on different floors or levels. During Insane mode, you do not have radar.



Medicine

Medicine bottles can be found in many different locations in a mission; we have done our best to identify all such locations. Medicine replenishes a percentage of your health. Try to use them only when you are missing at least half of your health to avoid wasting its full potential effect. Come back to them (if possible) when you need them. Performing executions also replenishes your health.

Weapons

When you pick up a weapon (lure, melee, or firearm), it enters a color-coded weapon slot. Each colored slot symbolizes shared characteristics of all the weapons that fall into that category. The four categories are Yellow, Green, White, and Red. The following weapon list is divided into these groups.

Lures (yellow)

Yellow Class items can be thrown to make noise, which attracts hunters. These items can also be held in the fist to inflict greater damage to your opponent during a fistfight. Executions cannot be performed with these items.

Brick

The Brick is a very effective multi-use Lure item that can also be used as a pummeling device.

Bottle

The Bottle is a Lure item that can be thrown or used to smash someone in the head in the PS2 and PSP versions. On the Wii version, the Bottle is a Green Class: One-Use Weapon.

Can

This is a multi-use Lure item. Cans are found almost anywhere.

Golf Ball

In "Domestic Disturbance," you can find many of these lying around the back yards of the suburban neighborhood. These little treasures are great for smashing security lights.

Head

The Head is a multi-use Lure item, although it is available on only two levels. Nothing gets enemies peeved quite like throwing their comrade's melon at their feet. Heads can be removed by performing Gruesome executions with certain weapons or by hacking at the fallen enemy's head with a head-removing weapon (such as an Axe or Hacksaw).

One-Use Weapons (green)

All weapons lost after one execution fall into this category.

Plastic Bag

You'll be putting more than a head of lettuce in these. The Plastic Bag is used to suffocate enemies. It is lost after one use as it is sucked halfway down the victim's throat and tied off around his neck.

Barbed Wire

A Barbed Wire death is a terrible way to go. To kill, wrap it around the neck and pull.

Glass Shard

Glass Shards can be found or created by breaking any glass item in the game. Equip one of these to increase damage during a fistfight.

Pen

Used to write or write someone's life off. Once buried deep in the victim's throat, the Pen has made its fatal mark.

Syringe

These are bad enough when an experienced doctor or nurse sticks you; just imagine it in the hands of an asylum escapee.

Melee Weapons (blue)

Blue Melee Class Weapons are *not* lost after just one use.

Crowbar

The Crowbar has three great uses: breaking padlocks, busting faces, and performing memorable executions.

Nightstick

The only way to get a Nightstick is to take it from a cop. A trophy find, it allows you to return some pain to the arresting officers!

Power Saw

No need for an extension cord, this battery operated saw goes where you go, and delivers cutting power like no other tool.

Pliers

You'll be quite the handyman with access to a Power Saw, Pen, Crowbar, Shovel, Sledgehammer, Hacksaw, and now Pliers.

Sickle

Manhunt 2 puts the "sick" in Sickle. Executions with this instrument are unforgettable. Executions aside, fighting face-to-face with one of these in your hands makes short work of your enemies. Tear your enemies apart with its incomparable blade.

Small Firearms (blue)

Blue Gun Class firearms are not as large as the Red Gun Class, which means you can hold two different classes of firearms at a time. However, this also means you must drop a Blue Melee weapon to pick up a Blue gun.

Revolver Six-shooter

The six-shooter is a .38 revolver. Don't forget that you can make weapon executions in *Manhunt 2*. This is a stealthy and lethal way to take out your enemies.

Light Handgun

The light handgun is similar to the six-shooter, but holds more ammo per clip. It also requires more ammo to bring down your victim, unless you secure a headshot.

Flare Gun

This weapon appears in two missions: "Best Friends" and "Personality Clash." Your buddy, Michael, acquires it from the boat at the beginning of "Best Friends" and runs off with it. You can obtain it later in the mission. He also carries the weapon in "Personality Clash." The Flare Gun is lethal, but takes a few rounds to take your victim down… in flames.

Heavy Handgun

Packing a more powerful punch than the six-shooter, this semi-automatic pistol fires .40 caliber rounds.

SMG

Many Project soldiers are outfitted with SMGs. This weapon fires 600 rounds a minute! The weapon shoots 9mm rounds and is very effective for mid-range attacks. Because of the inaccuracy at long-range, you're better off finding a more suitable weapon or just getting closer to your target.

Tranquilizer Gun

When shot by a tranquilizer round, you will experience temporary blurred vision and dizziness while only suffering minor damage. However, if you get plugged with enough tranquilizer rounds, the damage becomes more severe. Once you're lucky enough to obtain this weapon, one well-aimed shot to a hunter's head will put him on the ground for a good spell.

Firearms (red)

Red Gun Class firearms are the most lethal firearms in the game. You can carry one of these weapons, along with a Blue Class firearm for back-up. However, to hold one, you must not be carrying a Red Melee item.

Colt Commando

This firearm is usually acquired from Project soldiers. The Colt packs a wallop with each round. One or two shots to the chest will drop almost any enemy.

Sawed Off Shotgun

This 12-gauge Shotgun has had the barrel length shortened to produce pellet spreading at shorter range. It's the most powerful short-range weapon in the game, at the expense of weak long-range damage.

Assault Rifle

The M16 can be fired fully automatic or more conservatively with single round blasts (let the distance of the target help determine the best usage). This weapon fires 5.56 x 45mm rounds at 950 rounds per minute. The magazine holds 30 rounds. The Project soldiers wear body armor, so anything less than a headshot will require a fair amount of ammo. Anyone not wearing armor: beware.

Sniper Rifle

The Sniper Riffle fires 7.62 x 51mm rounds and has an eight-round magazine capacity. This weapon can only be fired when looking through the scope. On the Wii, there is aim lag. Once you're familiar with its sensitivity, the precision of this rifle is unmatched. Aim for nothing but brain buckets.

Crossbow

This weapon makes an appearance toward the end of the game in "Altered State." The Crossbow works similarly to the Sniper Rifle, except you can strafe while in scope mode only on the Wii version. On the bright side, the misaimed bolts can be reacquired. It takes two bolts to bring down an enemy, unless you secure a headshot.

Shotgun

The manual pump-action, 12-gauge Shotgun reloads rather quickly. It holds eight shells per magazine. Police officers and soldiers are your best bet for finding one. There's an alternate version of this weapon that comes with a flashlight attachment. When you reach the end of the loaded rounds, allow time to fully reload or you'll have to reload with every following shot, which greatly reduces its rapid-fire ability.

Melee Weapons (red)

Red Melee Class Weapons are *not* lost after one use. You cannot hold a Red Melee item while holding a Red Gun Class weapon. Red Class weapons are the most potent, but are not as fast as the lighter weapons.

Axe

The Hand Axe is normally used for felling trees or chopping wood. Hunters use the bladed, hand held implement for splitting skulls.

Baseball Bat

The Baseball Bat is the heaviest of the club-like weapons in the game and occupies the Red Class weapon slot. This heavy hitter can slow you down in a head-to-head fight, but its weight makes no difference when performing executions.

Sledgehammer

Do you really wonder why there's no more swinging after the first hasty swing?! Come now.

Stun Rod

This is the Watchdogs' weapon of choice. The Stun Rod delivers an electrical shock to the victim when the trigger is pulled.

Sheers

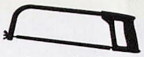
Taking enemies out with the Sheers is morbidly fun as you replicate large scissor movement on the Wii controllers.

Shovel

The all-purpose weapon—take out the trash and then bury it!

Katana

Channel your inner samurai and swing away! This weapon is not available on the Wii.

Hacksaw 

Metal teeth with a handle. It's categorized as one of the most damaging weapons.

Mace

This is a Wii-exclusive weapon, the Mace—not to be confused with the pepper spray kind—is a metal spiked ball on a metal shaft. You thought the baseball bat would hurt!

Straight Razor

Gives your victims a shave so close it kills. This is a Wii-exclusive weapon.

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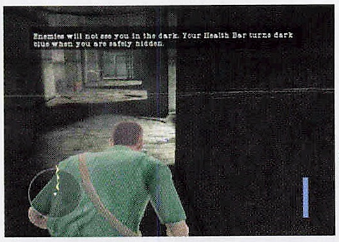
AWAKENING

[redacted]

Get Upstairs

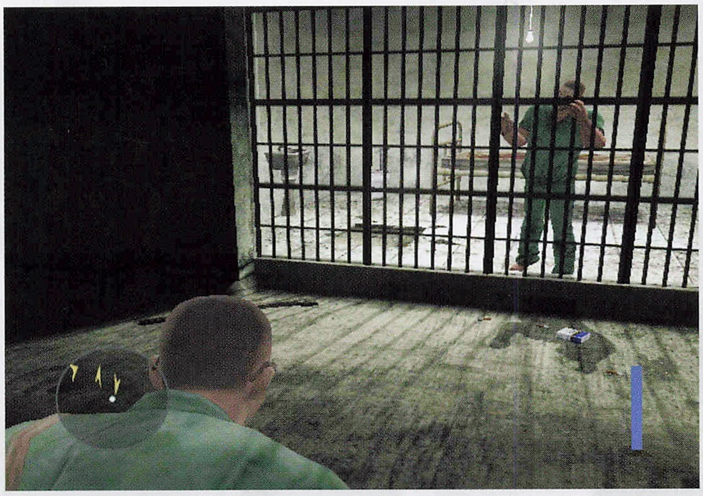

Enemies will not see you in the dark. Your Health Bar turns dark blue when you are safely hidden.

Daniel Lamb awakes in the bowels of Dixmor insane asylum, with no memory of how he got there. A terrible thunderstorm short-circuits the security system, allowing patients to escape their cells. Leo Kasper helps Danny escape the asylum.

"Awakening" is not only the story of Danny's escape from the asylum, but also a lesson in the fundamentals of *Manhunt 2*. Flip to the Basics section of this guide to learn everything necessary to maximize your enjoyment of this game.

Lower Cellblock

You begin your escape at the end of a long, dark cellblock where some unfortunate inmates' cell doors remained closed. Use the shadows to avoid detection as you move past the first cell. To pass the next two cells undetected, move when the enemy arrows are pointing away from you (when their backs are turned). If you run, your loud footsteps will alert them.



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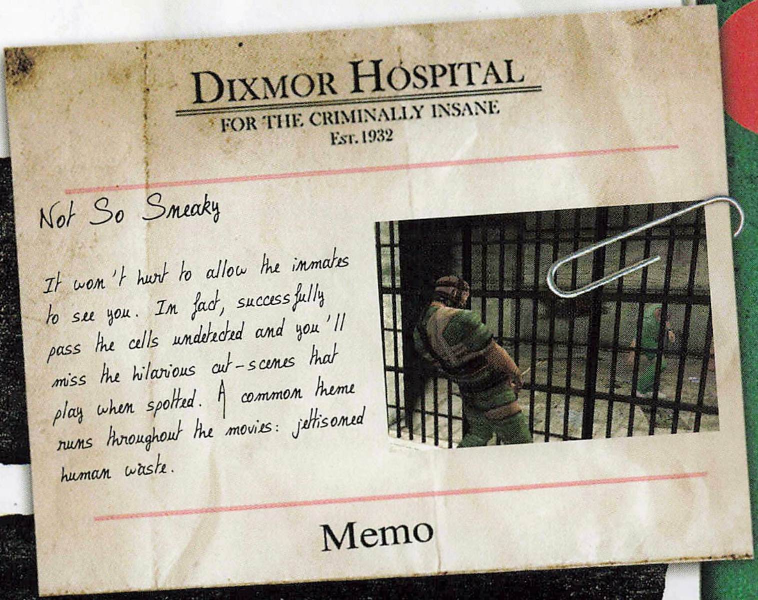

DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
EST. 1932

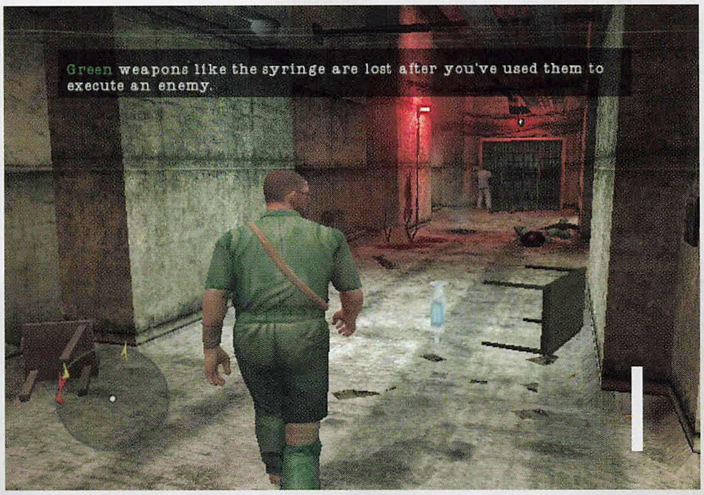
Not So Sneaky

It won't hurt to allow the inmates to see you. In fact, successfully pass the cells undetected and you'll miss the hilarious cut-scenes that play when spotted. A common theme runs throughout the movies: jettisoned human waste.

Memo

[redacted]

After passing through the first two hallways, you reach a red-lit cellblock where a guard is visible at the far end, struggling with the exit door.


Green weapons like the syringe are lost after you've used them to execute an enemy.

Pick up the **Syringe** midway down the hallway and creep up behind the guard. Target him and hold the targeting button until the execution indicator turns white, then press the Attack button (A button on the Wii) and hold it until the indicator turns from white to yellow to red. These are the three increasingly brutal levels of execution. The attack is selected when you release the Attack button (A button on the Wii). Perform a Gruesome execution (red level). After Danny pukes, follow the ramp up to the next level.

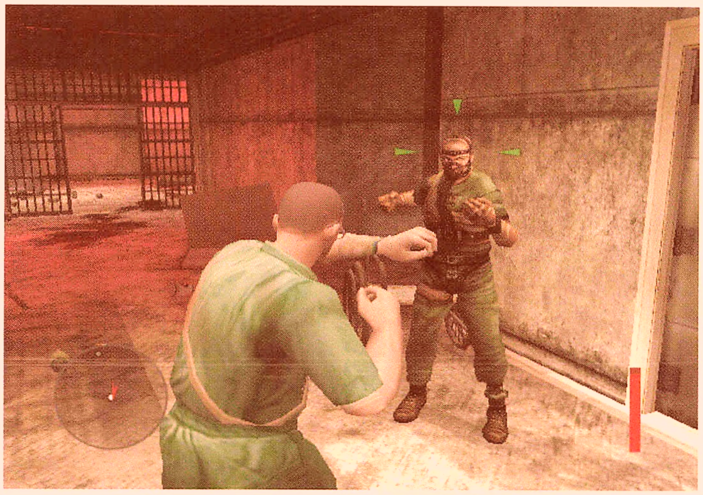
No Weapon, No Execution

If you do not have a weapon (lure items don't count), you cannot perform executions. The only exception to this rule is the use of EE objects.

Find a Way Out of the Building

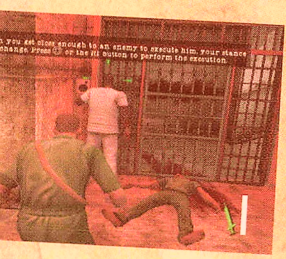
Cellblock Level 2: Hand-to-Hand Combat Training

You confront a deranged inmate upstairs who you're instructed to kill with your bare hands. Target the enemy and pummel him, watching as the targeting arrows turn from green to red—indicating his depleting health. Practice your blocking skills and try to throw a hard punch at the end of a combo as you are instructed by the onscreen tips.



Wii Combos

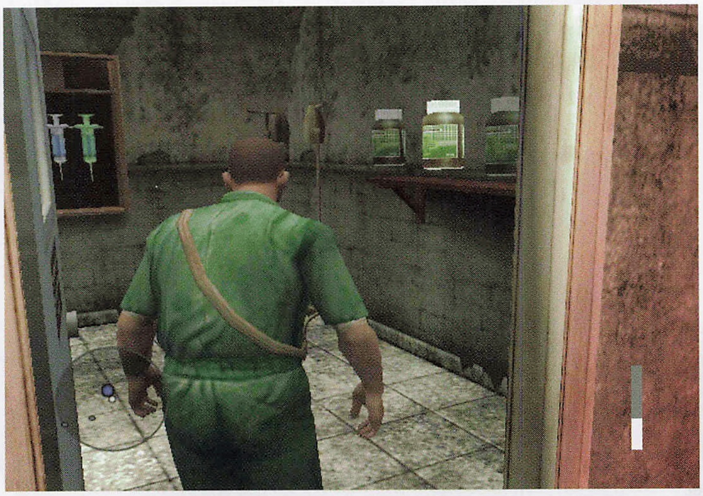
The Wii version of *Manhunt* 2 requires that you target with the C button, then press and hold it to build up the three levels of execution intensity. An icon appears in the top-left corner of the screen. Copy the controller motion to begin the execution combo. Continue watching the icons and mimic each move as your character goes through the execution motions. The controller motions closely resemble your character's execution movements. Usually, he more gruesome the xecution, the more engthy the combo. If you iss a move, the victim reaks free. That means hat it is possible to ail an execution once it has begun on the Wii.



Wii Fighting

On the Wii, you must strike with your right hand by quickly moving the Wii Remote forward and strike with the left hand by moving the Nunchuk forward. To block, tilt both controllers back. Make multiple forward movements with the Wii Remote to perform combos.

After defeating the inmate, enter the next room on the left to find a stash of **Medicine** and another **Syringe** in a wall cabinet. Exit the room and head to the nearby guard station.



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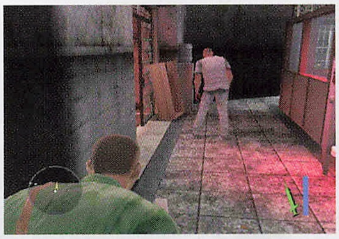
Guard Station: Lure Training



The guard inside the small control room must be lured out—the door is locked from the inside. Enter the nearby corner shadow to the right as you enter the room and rap on the wall. Once he's out of the room, you can walk slowly (to avoid making any noise) and sneak up behind him for an execution. Remember, hold the execution button until it turns to the color of the execution level you wish to perform, then let go to proceed with the kill. In the Wii version, perform the movements indicated on the top of the screen.

Wii Knocking

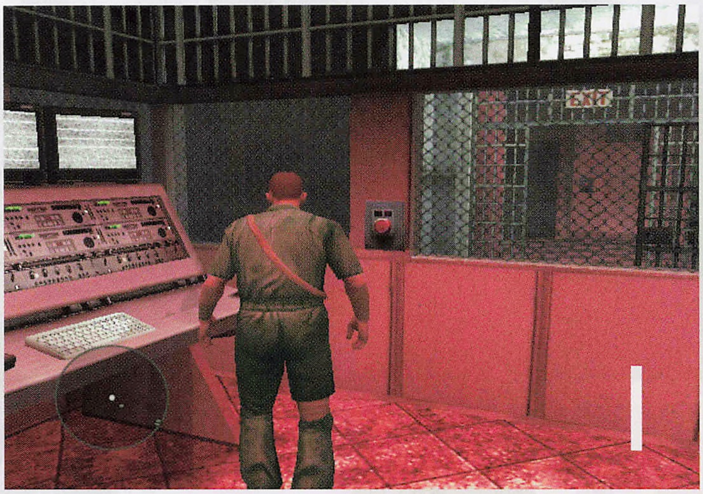
On the Wii, face the wall and hit it as if you were punching an opponent—quickly move the Wii Remote forward or use a downward swinging motion.

Execution Gone Bad

Your health bar flashes red when an enemy spots you. You cannot perform an execution when the enemy is aware of your presence. However, all is not lost; an execution can still be made with a little work. You can run away and dart into a shadow as soon as you're out of sight. In this situation, it could be as simple as running a lap or two around the guard station. As soon as you break the enemy's line-of-sight, you can slip into the shadow to escape detection.

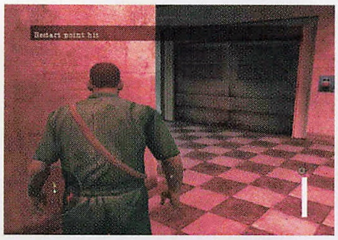
Guard Station Door Switch

Push the guard station door open and press the red door switch on the wall. This opens the next cellblock. Before you leave, take the **Pen** from the desk. The pen becomes yet another instrument of death in your hands. Exit the guard station and enter the newly opened cellblock.



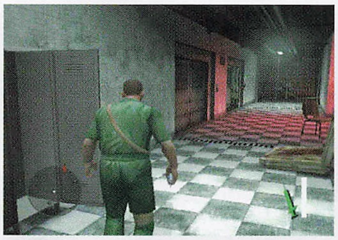
Get Into the Elevator

Checkpoints

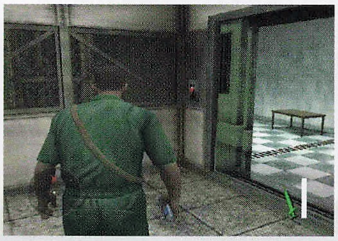


As you pass through the exit, you reach a "Checkpoint." These are locations that you return to if you die beyond that area. You can also save your game progress if you want to turn the game off and return to the last Checkpoint.

Elevators

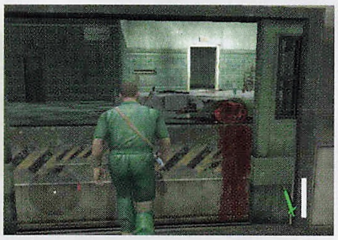


There's a T-shaped hallway just ahead with elevators; one is operational, the other is not. The left end of the T-shaped hall contains a row of lockers. Kick open the light colored locker door to uncover a **Pen**. On the Wii version you'll find a **Glass Shard** instead.



Return to the elevators, then press the switch on the right side and enter. Push the button inside the elevator to go up a few floors. Watch the carnage during the ride.

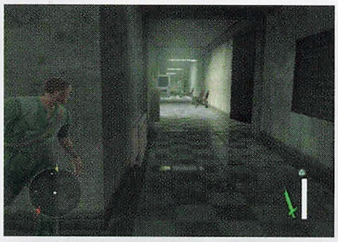
Dixmor Upper Level

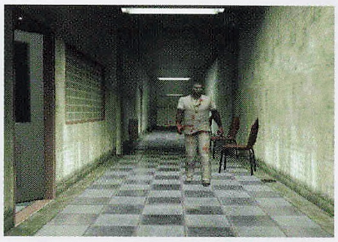


The elevator stops short of the intended destination. Push up against the raised floor and press the climb button to clamber up. Find the **Pen** near the dead bodies as you exit the elevator. Pass through the "Exit" dead ahead and an onscreen tip suggests wall hugging. Do this on the nearby corner to the left.

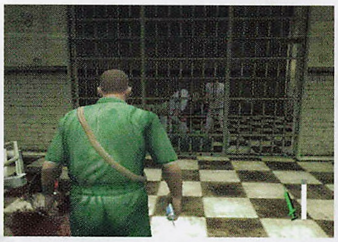
[redacted]

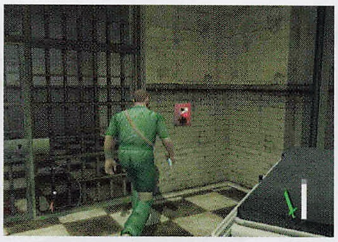
Wall hug and strafe to the right; keep moving until you peek around the corner. A cut-scene shows an escaped inmate tackle a guard heading in your direction. That inmate now appears at the end of the hallway. Duck into the nearby shadowy nook on the right and wait for the inmate to walk by. If he does not come your way, rap on the wall in the shadow to lure him, then execute him when his back is turned.





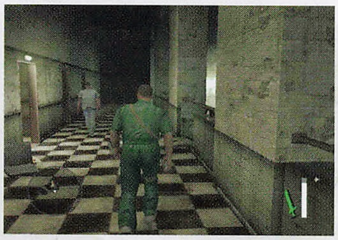
Investigate the connecting rooms on the left side of this hallway to find the murdered guard, a **Pen**, and **Medicine**. Return to the previous hallway and continue around a few corners to another Checkpoint. Here you can see a couple of guards beating the life out of an inmate. Fortunately, they're on the other side of a locked gate, keeping you safe from them or vice versa. On the Wii version, you can find a **Sledgehammer** here. Press the door switch on the wall to the right to open the next door.

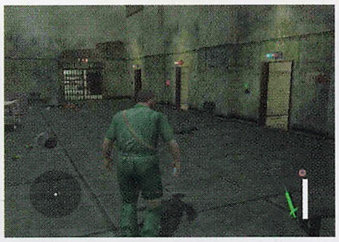




Multi-level Cellblock Door Challenge

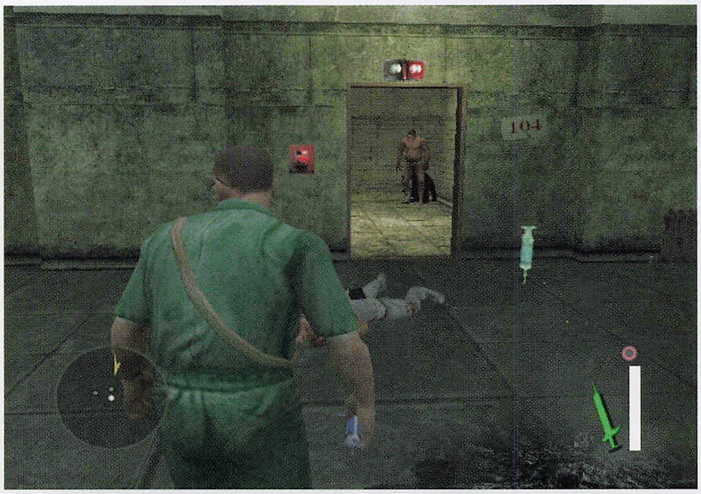
The next area is a two-story cellblock. The top floor (where you enter this room) is nothing more than a balcony with a row of open cells. A single guard patrols this balcony and is seen leaving a cell on the left after a patient jumps off the balcony to his death. Duck into the dark, open room 206 on your left, and lure the guard toward you. Perform an execution with the weapon of your choice. The next well-lit, padded cell contains **Medicine** and another **Syringe**.



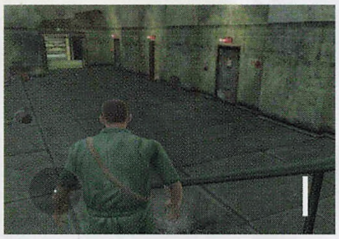


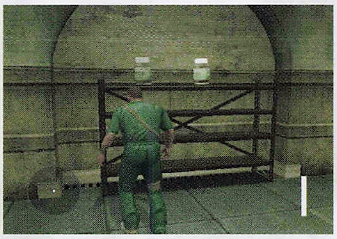
The lower level consists of a row of cells (some open, others not), each with door switches. When a switch is activated, a voice sounds over the intercom indicating that a cell is open. The exit door at the end of the cellblock remains locked when any of the cell doors are opened.

There's an inmate in the first cell (104) at the bottom of the stairs. There's a **Syringe** in front of his cell. An agile hunter leaps out of the next cell (103) when you get close to the door (except on the Wii version). Take him out with hand-to-hand combat or run upstairs into a shadow and execute him when he is unaware of your presence. There's a bottle of **Medicine** inside his cell and a **Glass Shard** inside cell 102.

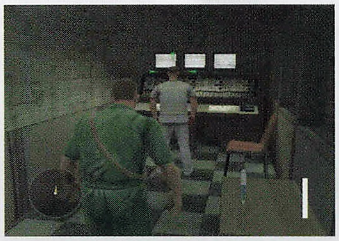


To unlock the exit on the first floor, you must ensure that all cell doors on the first level are shut. Once all the lights above the cells are red, the exit opens during a short cut-scene. Just through the exit you can find bottles of **Medicine** on top of a shelf. The Wii version features a pair of **Pliers** in the corner near the shelf.

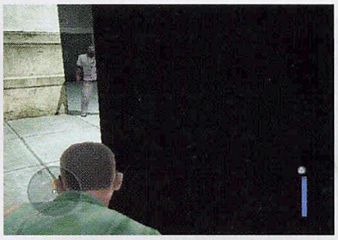




Guard Station



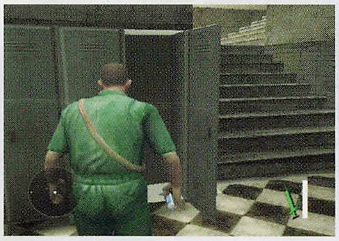
A Checkpoint is reached as you push through the next set of double doors (just beyond the cellblock door challenge area). Beyond the doors to your immediate left, a guard stands inside a narrow control booth with his back to you. If you don't have a weapon, pick up the **Pen** on the table as you sneak into the room.

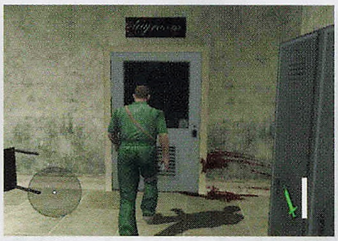


Another guard appears on the radar in this area. You can remain in the shadow in the back of the guard booth and lure the guard toward you by knocking on the wall. The guard will spot the dead guard and keep his back to you. Sneak up and execute him as he stares at your last crime scene.

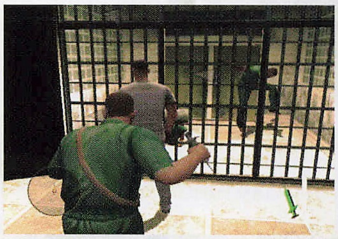
Top Floor

Follow the next hallway to the stairs. On the Wii version, you'll find a **Sledgehammer** in the locker at the base of the stairs. Find the bottle of **Medicine** on a shelf at the top of the stairs. There's another **Pen** in a locker in the first room at the top of the stairs. On the Wii version, this is a **Sledgehammer**. Enter the "Dayroom."



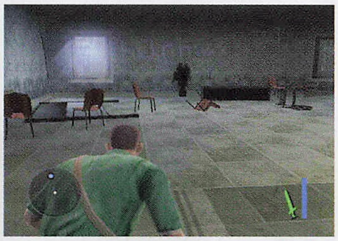


Dayroom



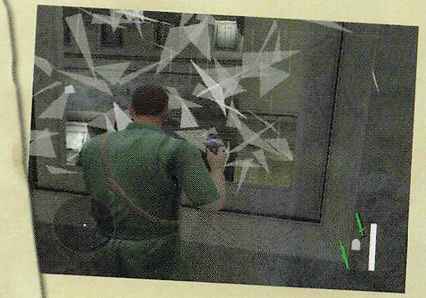
Enter the large shadow to the right as you enter the dayroom. You can find yet another **Syringe** in this shadow. Lure the single guard in this room toward you, then make your move as he gives up the search. Perform a Gruesome execution.

Head to the corner window where a strong beam of blue light shines into the room. Smash the window with your hands and jump out of the building to the parking lot below.



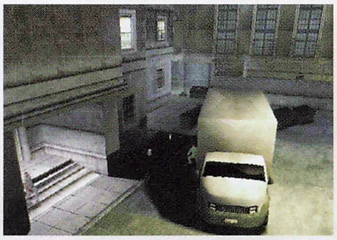
Glass Break

Whenever you smash a window, a weapon is made – Glass Shards. This is good to know if you need a weapon, but be aware that breaking glass also makes a lot of noise.



Hide the Bodies in the Shadows

Parking Lot



You reach a Checkpoint as you drop down to the parking lot from the dayroom window. You plummet into the large shadow of a delivery truck. Two guards patrol the area. Study their routes before you make your next move. The guards are at opposite ends of the truck. Another **Glass Shard** appears in the truck's shadow. A **Medicine** bottle also appears here.

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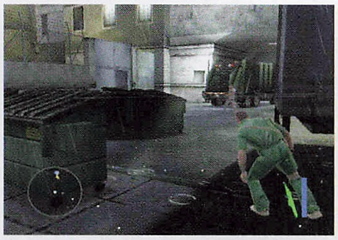
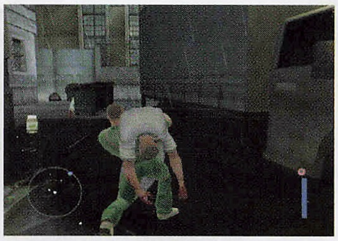
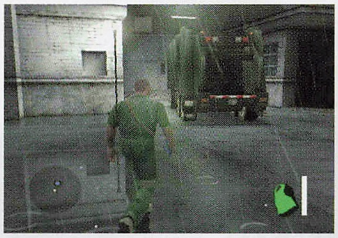


It's easiest to attack the guard at the front of the truck first; he stays close to the truck's shadow and faces away toward the nearby dark corner (where another **Glass Shard** is located). Execute him, then pick up his body and drop it in a nearby shadow. This guard drops a **Medicine** bottle upon his demise. You can also find another **Medicine** bottle in the far corner of this parking lot near a courtyard with a cement wall. There's a **Plastic Bag** in the courtyard if you are playing the Wii.



Lure the other guard toward you while hiding in a shadow. Execute him when he turns away, then move his body into a shadow.

Get Inside the Truck



Once you've killed or avoided both parking lot guards, approach the back end of the trash truck. Danny enters the smelly end of the vehicle to escape from the asylum.

DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
Est. 1932

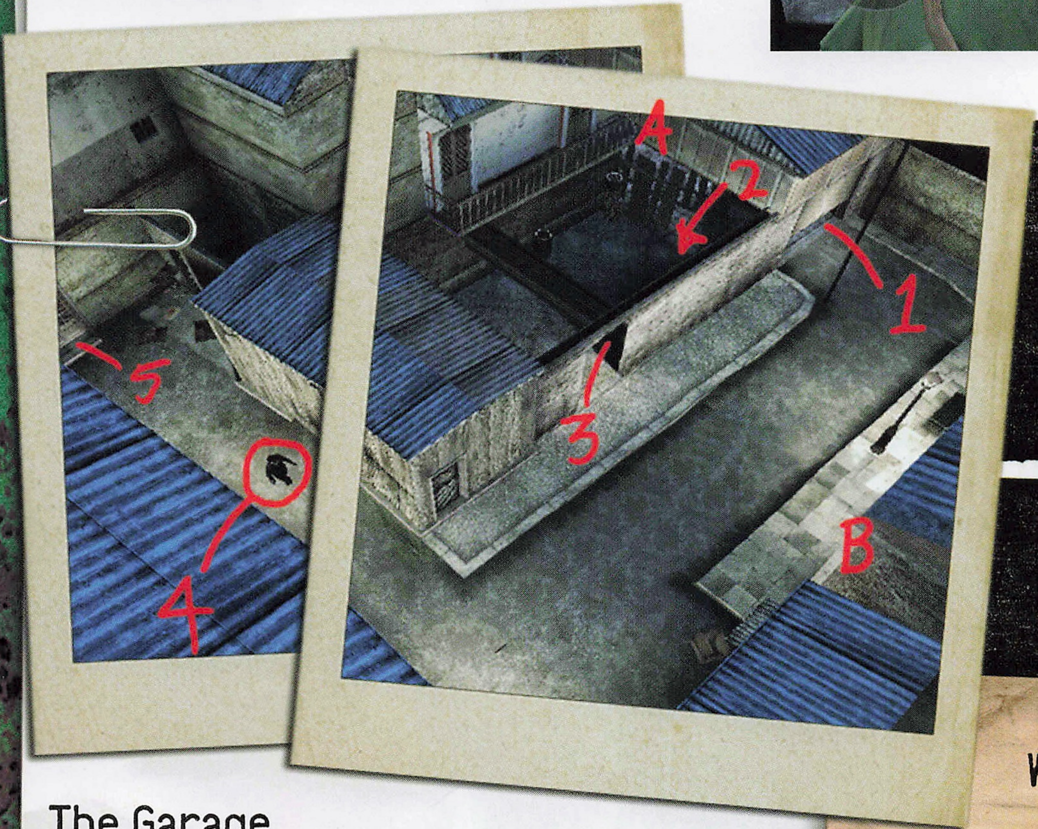
GHOSTS

[redacted]

Going Back Home

Naturally, the first place you want to go after escaping an asylum is home. Leo's reason for taking you there is unclear and a bit reckless, as the organization pursuing you—the Project—would assume *home* is the first place you would run to. And sure enough, upon arriving in your neighborhood, you find Project "Watchdogs". Leo mentions a drug in your house that could help clear your head.

Find the Old House



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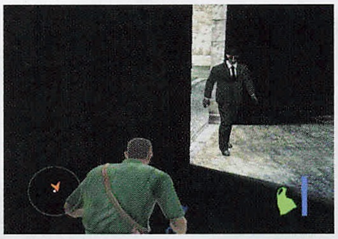
The Garage



You begin this mission inside the garage with the hijacked trash truck. The lifeless driver hangs out the driver's side window. A Watchdog looks into your corner at the beginning of the mission. Follow the onscreen button prompt to hold your breath and keep perfectly still so he does not see or hear you. Find a **Plastic Bag [A]** near the garbage cans on the PlayStation and near the exit on the Wii.

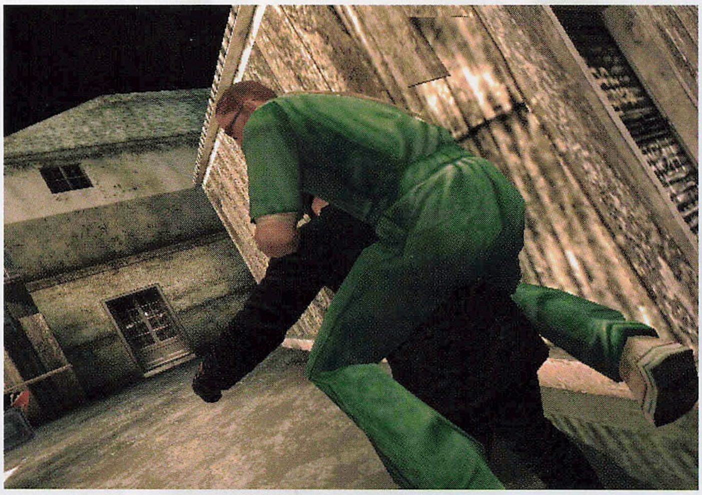
Wii Holding Breath

On the Wii, holding your breath requires you to not move either controller while the targeting graphic appears on screen. Just hold perfectly still. Try resting your controller hands on your lap for stability. If you move just slightly you'll fail the challenge and the hunter will pull you out of the shadow. You are successful when the target turns green and the hunter turns away.

First Watchdog

The Watchdog **[4]** now patrols the street. Track his movement on your radar. Hide in the shadow **[3]** adjacent to the garage. It's always a good idea to lure an enemy to an area adjacent to where you are hiding to prevent them from looking directly at you in the shadows. Knocking elsewhere usually causes them to turn their back to you as they arrive. Execute the Watchdog using the Plastic Bag.

Find the **Plastic Bag [B]** in the shadowy nook across the street from the garage. On the Wii, the nook contains a **Whiskey Bottle** instead. This is a one-use (green) weapon with multiple levels of executions. Head around the corner **[5]** to the half-wall against the left sidewalk.



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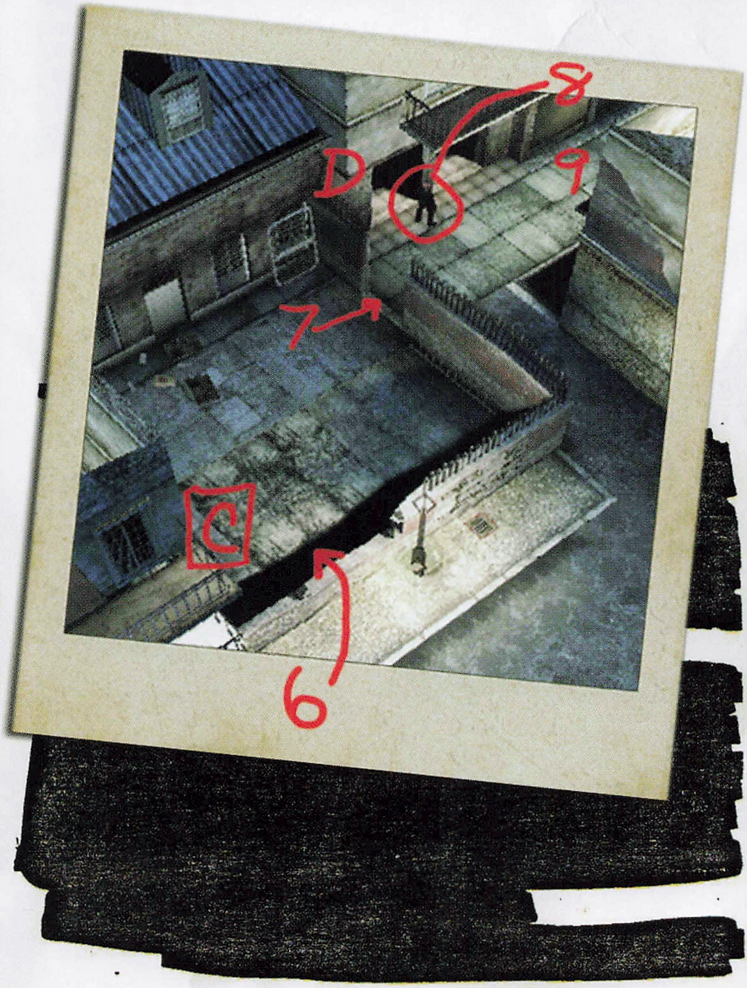
Second Watchdog: Performing an EE



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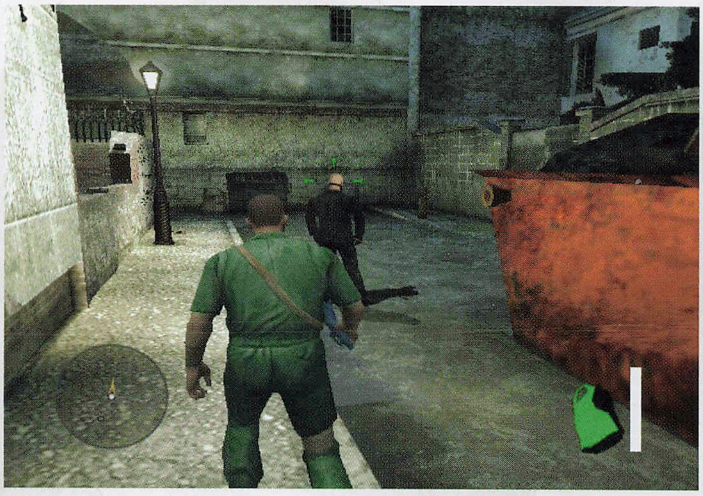
As you approach the dumpster a cut-scene shows another Watchdog patrolling the area. He's just around the next corner **[8]**. You need to hide quickly. Jump over the broken wall **[6]** as soon as the cinematic ends.



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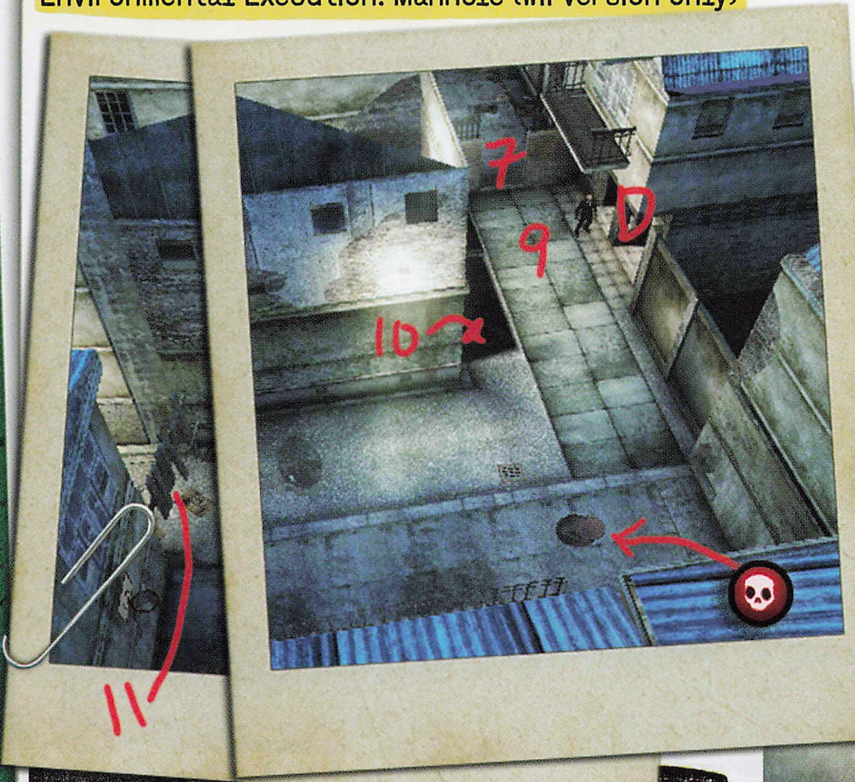
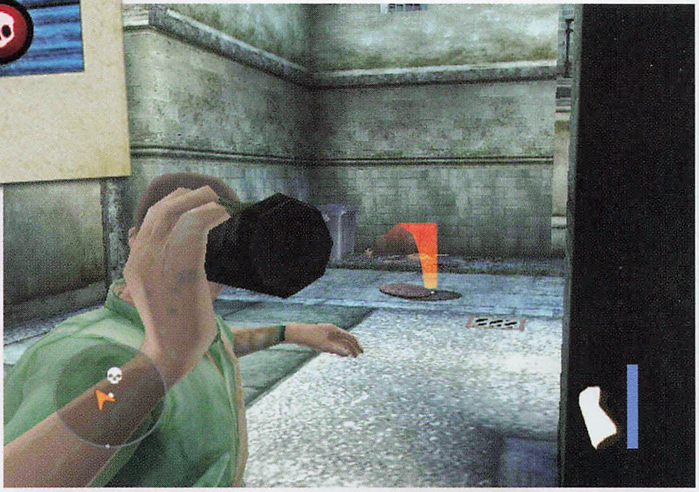
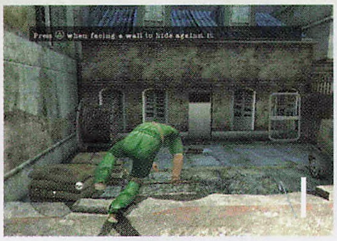
Environmental Execution: Manhole (Wii version only)

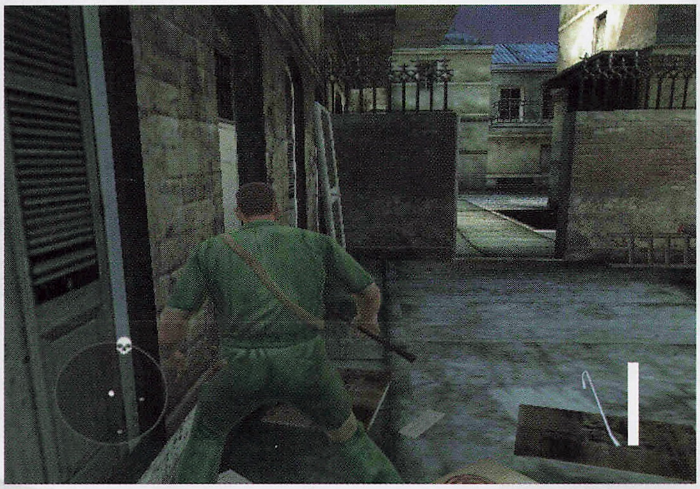


The skull icon on your radar is centered over an open manhole on the Wii version. This represents an EE location. Remain in the shadow **[10]** and throw the lure at the manhole when the Watchdog is within earshot. When the enemy investigates the manhole, target him, then sneak up behind him and perform the EE when the execution indicator turns red; watch as Danny uses the manhole cover to execute the Watchdog. The body is dumped inside the sewer and the manhole cover is replaced. The body is completely hidden after a manhole EE.

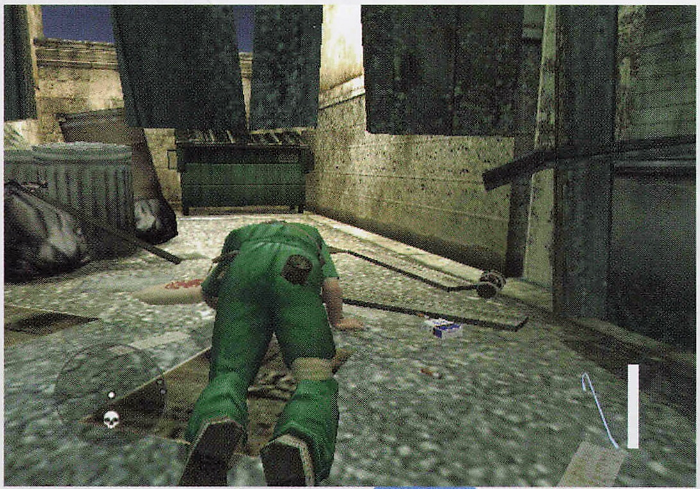


Kill this Watchdog using an *Environmental Execution (EE)*. There's **Barbed Wire [C]** inside this small yard, but you don't need weapons for EEs. Sneak past the Watchdog using the open gate **[7]**. Find the **Can [D]** inside the nook on the left. The same alleyway **[9]** casts a wall shadow **[10]**; stop in it.



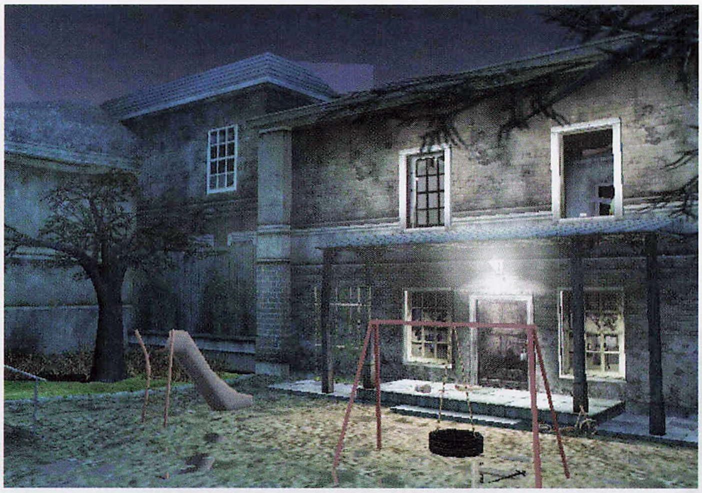


The Watchdog drops a **Crowbar**. Take it, because you'll need it soon. Crawl under the wooden fence **[11]** and into the short alley, then climb to the top of the dumpster and hop over the short wall to find your old house.

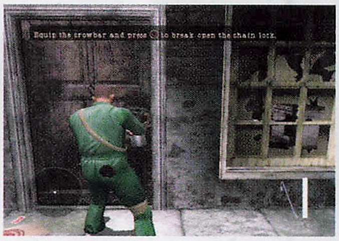


Investigate the House

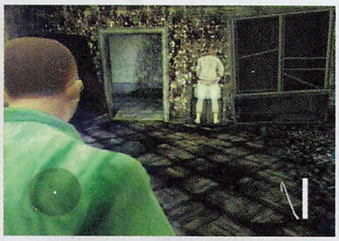
Home Sweet Home



As you look down into your yard and the burnt-out shell of your beloved home, an awful flashback plays in your mind. Jump down into the yard and approach the front door. In the Wii version, there are **Shears** near the tree in the right side of the yard. Use the Crowbar to break the chains from the door. Upon entering the house, you catch a quick glimpse of a ghost of your wife standing at the sink. A Checkpoint is reached inside.



Equip the crowbar and press ○ to break open the chain lock.

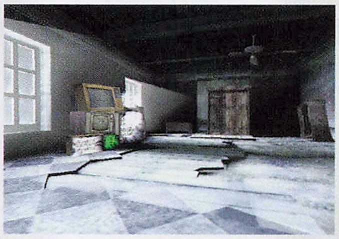


Search the Cupboards and Trunks

First Floor

You are now looking for the drugs to clear your head and a Syringe to inject them. Pass through the kitchen (where you entered) into the first floor hallway. Leo catches up to you here and explains that what you saw is a result of the Project. Leo instructs you to look in all the cupboards and trunks scattered throughout the house.

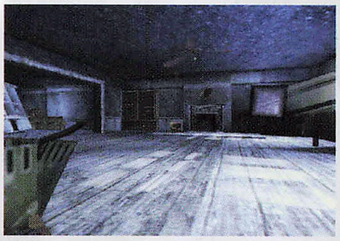
TV Room

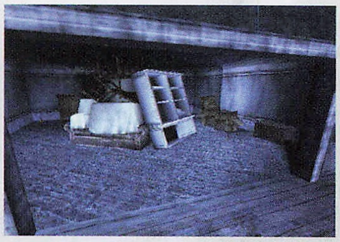


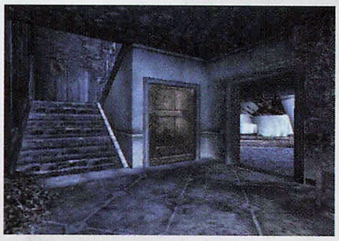
The furthest room from the stairs has a stack of televisions that, when approached, triggers a bad memory of Project brainwashing. Open the trunk in the back corner of this room. It's empty, so return to the hallway and enter the living room across the hall.

Living Room

There are two cabinets to open in the living room. Smash the mirror for fun to find a hidden camera, then enter the connecting dining room. Open the trunk in one corner and the cupboard in the opposite corner. Leo then tells you that the first floor is cleared and now it's time to investigate the basement.





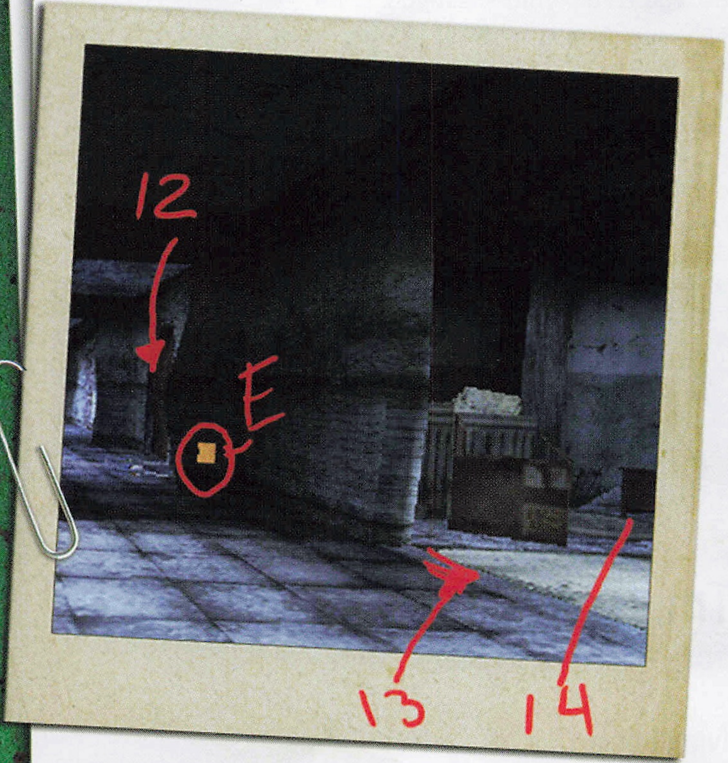


Head back out into the hallway and open the stairwell door, which is adjacent to the stairs that lead to the top floor.

[redacted]

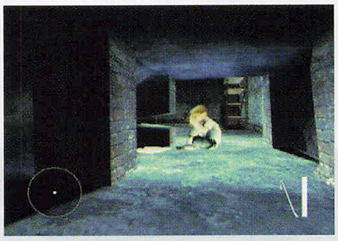
The Basement

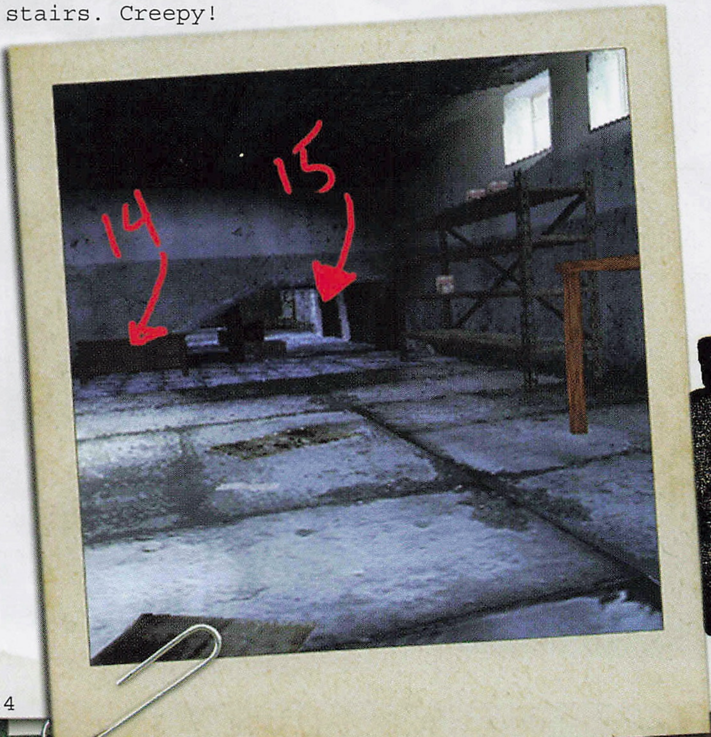
Once through the door **[12]** on the basement level, head all the way to the back wall, past the **Can [E]** lure, and enter the workshop **[13]** on the left.



Workshop

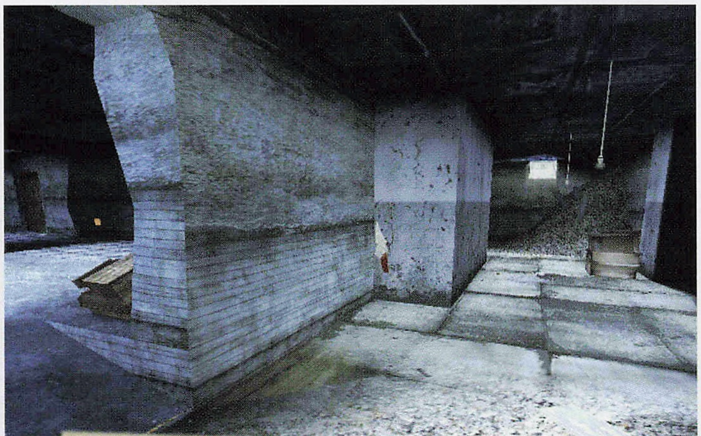
Open the trunk **[14]** on the inside-left wall, then crawl through the hole **[15]** in the wall just beyond this trunk. While underneath, you'll see a ghost of your son under the stairs. Creepy!

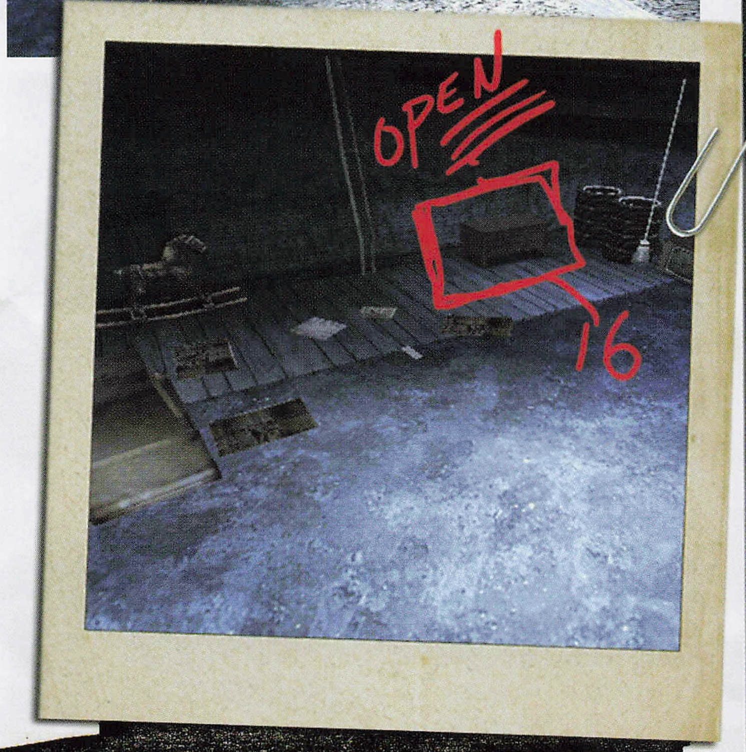




Hobbyhorse Room

In the Wii version, you can find a **Power Saw** in the left corner as you enter the room. Open the trunk **[16]** inside your son's hidden playroom, then exit back into the workshop through the same crawlspace beneath the stairs. As you return to your feet, the metal shelf in the workshop falls. Spooky! If you head straight ahead to the narrow rooms connected to the workshop, you can find a **Glass Shard** in a corner. The laundry room is at the opposite end of the basement.

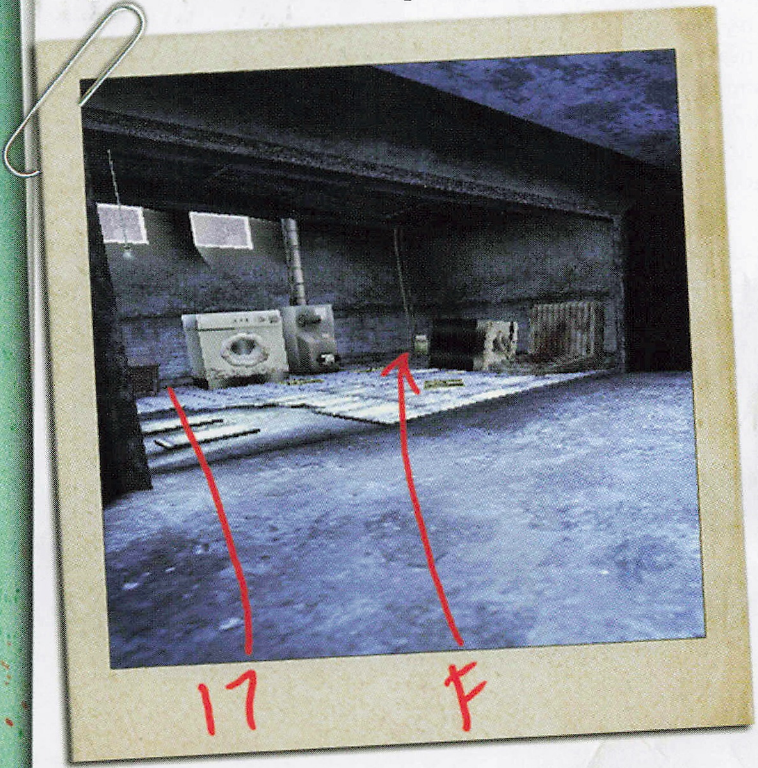




[redacted]

Laundry Room

Find the **Medicine [F]** in the back corner of the laundry room. Also, kick open the final trunk [17] beside the washer to complete the basement search. Return to the first floor hallway and head up the stairs to the top floor.



Top Floor

Drugs Anywhere

As you climb the stairs, pay attention to the falling picture on the landing, then note the hole in the adjacent wall. You can climb up into a bedroom through this opening in first-person mode to trigger the appearance of Danny's wife. If you want to see a ghost of Danny's daughter, continue to the top of the stairs. After doing so, enter the first room on the left. Find the **Barbed Wire** near the bed. The drugs are in the first cabinet you inspect. After finding them, you hear Leo's voice remind you that all you need now is the Syringe.

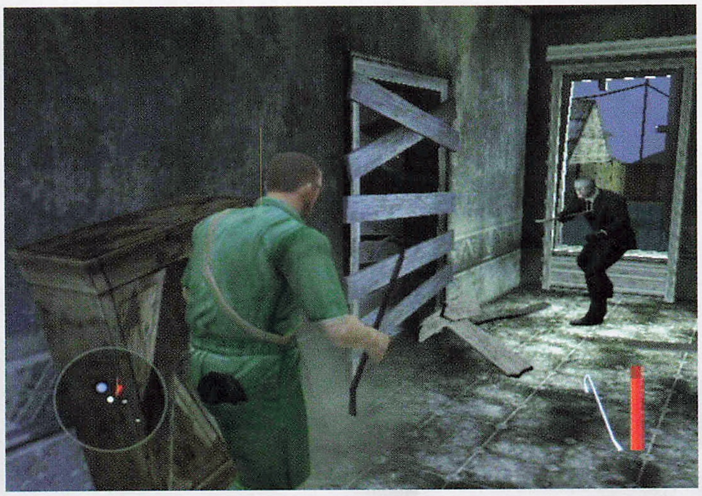
Look for a Syringe in the Bathroom

They Hear You Breathing!

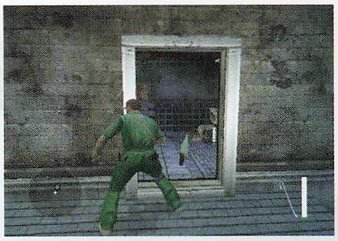
As soon as you have the drugs, run into a shadow and wait for the two hunters to work their way upstairs. Lure and attack from the shadows when you can attack them separately. This is the first time that you may experience hunters with such heightened awareness.

If a hunter sticks his face in yours (yes, even when you are in the shadows) and thinks he can hear you breathing, press the indicated buttons that flash on the screen quickly to hold your breath. The button combo could be a simple one-button press or a combination of a button and directional button inputs. Press them quickly and hold them. If you fail to press the correct sequence in time or choose the wrong button, the hunter will see you and you must fight or run out of sight and into another shadow to attempt another execution.

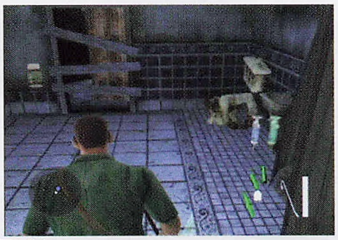
Return to the upstairs hallway and enter the room through the closed door at the top of the stairs. As soon as you enter, another Watchdog comes smashing through the window. Beat him with a crowbar or run away to lose him. Hide in a shadow to plan another execution. There's **Medicine** in the back room closet. You can see the bathroom through a dilapidated wall behind an old cabinet in this closet.



Entering the Bathroom



The blue blip on the radar indicates the location of your next objective, which in this case is the Syringe in the bathroom. To get there, you must exit the house through the second floor window where the last hunter just crashed through. Step onto the roof of the porch, then head to the left and enter the bathroom window.

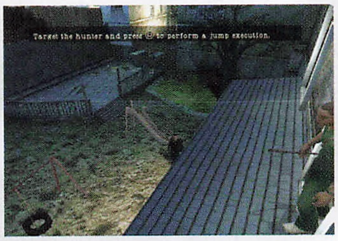


Take the bottle of **Medicine** and the **Syringe** from the bathroom and return to the porch roof.

[redacted]

Finish the Remaining Hunters

Jump Executions



Target the hunter and press Ⓐ to perform a jump execution.

A hunter is seen entering the yard as you stand on the porch roof. You are instructed to attempt a "Jump Execution." These are similar to EEs, but you have a height advantage and they can be done anywhere as long as you are high above the enemy.

Stand at the edge of the porch and press the targeting button. Once the execution indicator turns from green to red, press the attack button and Danny leaps down from his high perch and performs a unique Jump Execution. The mission is complete as long as you've finished off all the hunters in the level.

Wii Jump Executions

A Jump Execution on the Wii doesn't end with the leap off the roof. To complete a Jump Execution, you must mimic the unique onscreen movement icons as you would any execution in the game. The controller combo for a Jump Execution is different for each weapon you hold.

During the ending cinematic, Danny injects himself with the drugs to clear his head of whatever toxin the Project put into his system. He recognizes Leo as a trusted friend and wonders why he left himself a matchbook. The matches are from an S&M Club downtown and the word "Judy" is scrawled in lipstick.

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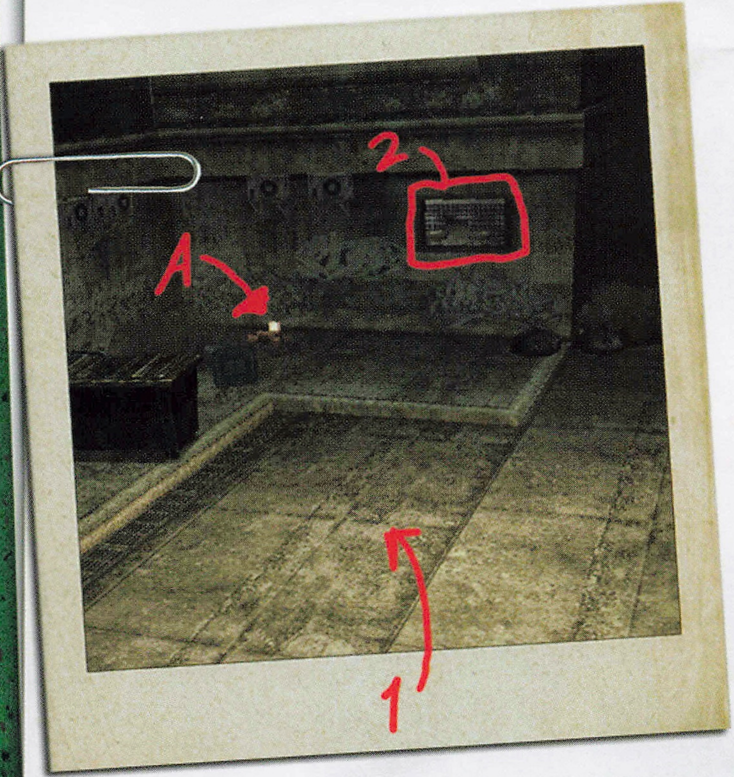
EST. 1932

SEXUAL DEVIANTS

[redacted]

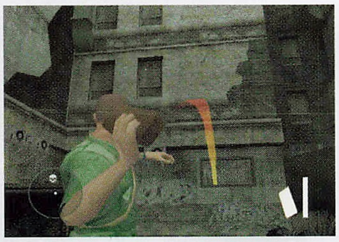
Find a Way Into the Club

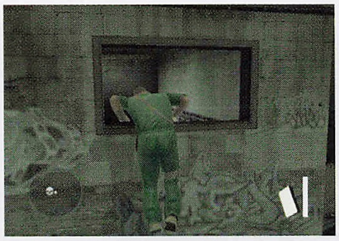


Desperate to find out about his past, Danny decides to follow the lead suggested by the matchbook. Against Leo's advice, he heads to the S&M Club that, according to Leo, is used by the Project for recruitment. After closing time, Danny breaks in and finds some extremely unpleasant characters.

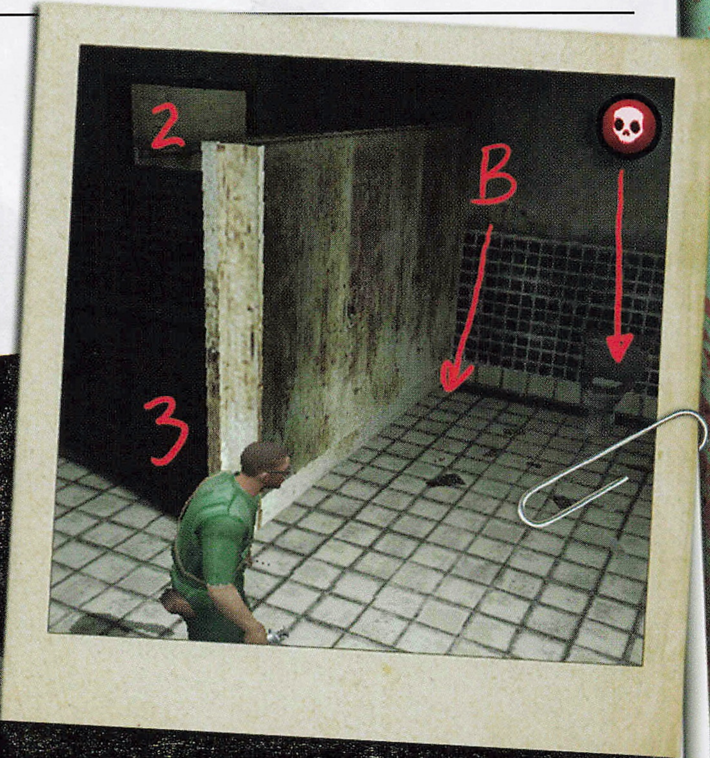
Back Lot

You begin this mission in the S&M Club's back lot **[1]**. Find the **Brick [A]** in the corner and throw it through the window **[2]**. This creates a **Glass Shard** and an entrance into the club. Face the wall beneath the window and climb up into the club's restroom through the window.





Investigate the Club



Restroom

As soon as you enter the restroom, a hunter enters the room in a cut-scene. The hunter goes immediately to the toilet behind the divider to your left. Quickly and quietly, sneak around the divider and perform an EE using the toilet as your instrument of death. Move the body into the shadows, noting the **Syringe [B]** beside the toilet.

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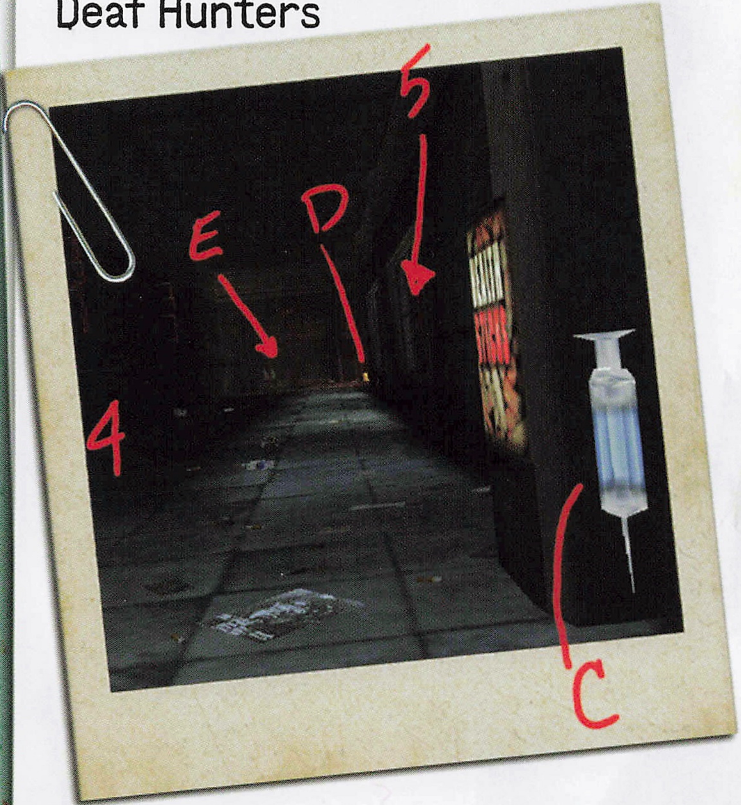
Window Bailout

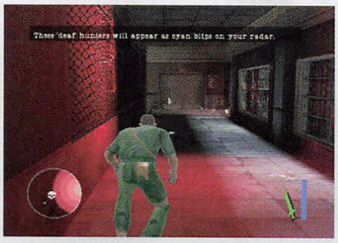
If things go badly in the restroom, you can always climb out the window and the hunters will not follow you. Then just climb back in through the window and try the execution again. The restroom is a great place to retreat if you're chased by the enemies in the bar.

Memo

Trigger the Release Mechanism for the Stage Door

Deaf Hunters

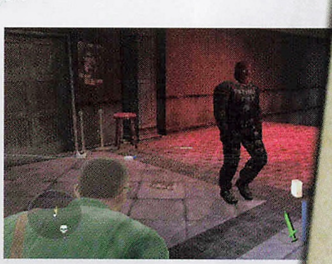



Three deaf hunters will appear as cyan blips on your radar.

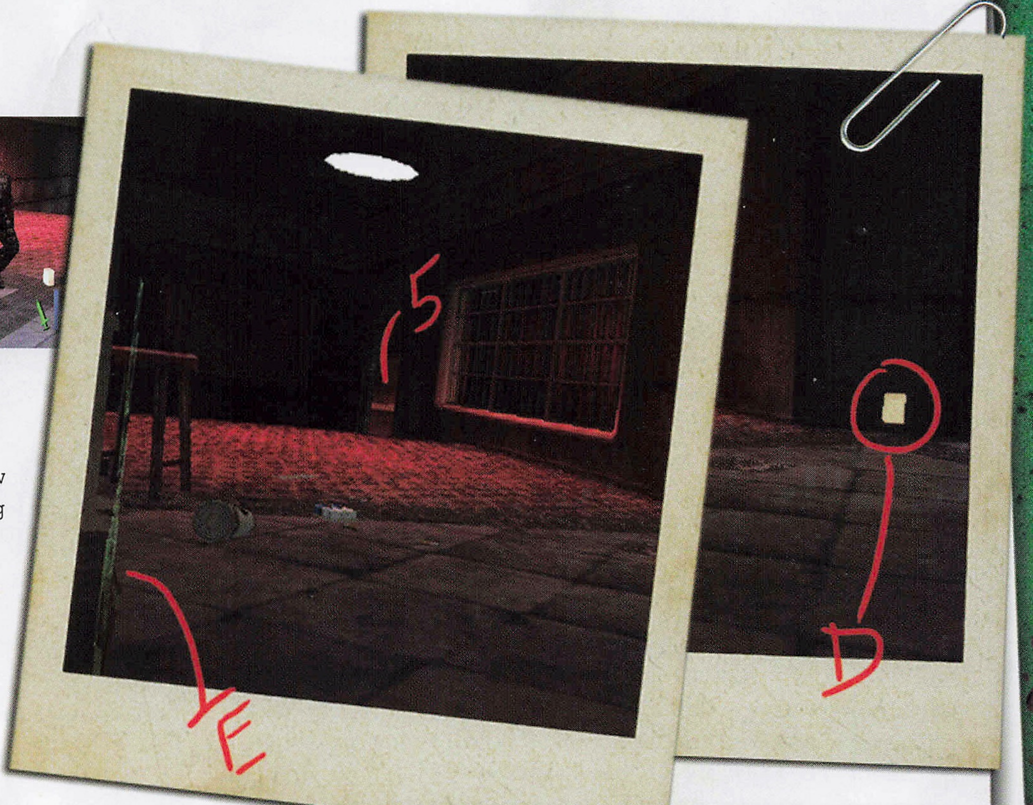
Exit the bathroom **[4]** and enter the hallway. On the Wii, there's a **Syringe [C]** in the corner to your right. The music from the bar **[5]** is so loud that the hunters are deaf to your movement or lure attempts. Deaf hunters appear as blue blips on the radar. The noise that makes them deaf is also indicated on the radar by red sound waves.

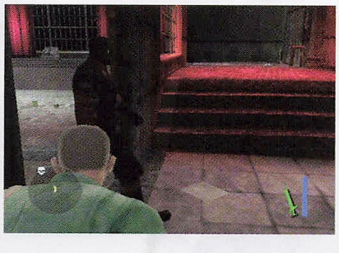
Move through the shadows in the hallway, only stopping for the light from the bar to cut through the shadows. If the hunters spot you in this light, the music is shut off and they begin pursuit. Make it to the end of the hallway to view a movie clip of the girl dancing onstage before she leaves through the backdoor. The music is turned off and the two hunters and the bartender begin to patrol. Find the **Brick [E]** and **Glass Shard [F]** near the corner.

Party's Over



Your pursuers' patrol route includes the hallway. Hide in the corner shadow near the **Glass Shard [E]** and creep up behind the first hunter to enter the hallway as he passes by. Execute him, then quickly re-enter the same shadow and wait for the next patrolling enemy. You can also use the Brick lure; throw it down the hallway past your position. Use the **Glass Shard [E]** in the corner for this execution. Next, return to the restroom for the **Syringe [C]**, then kill the remaining enemy.

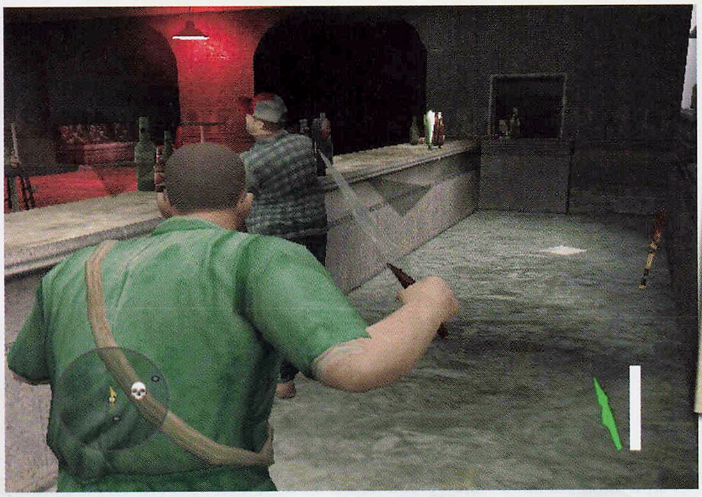


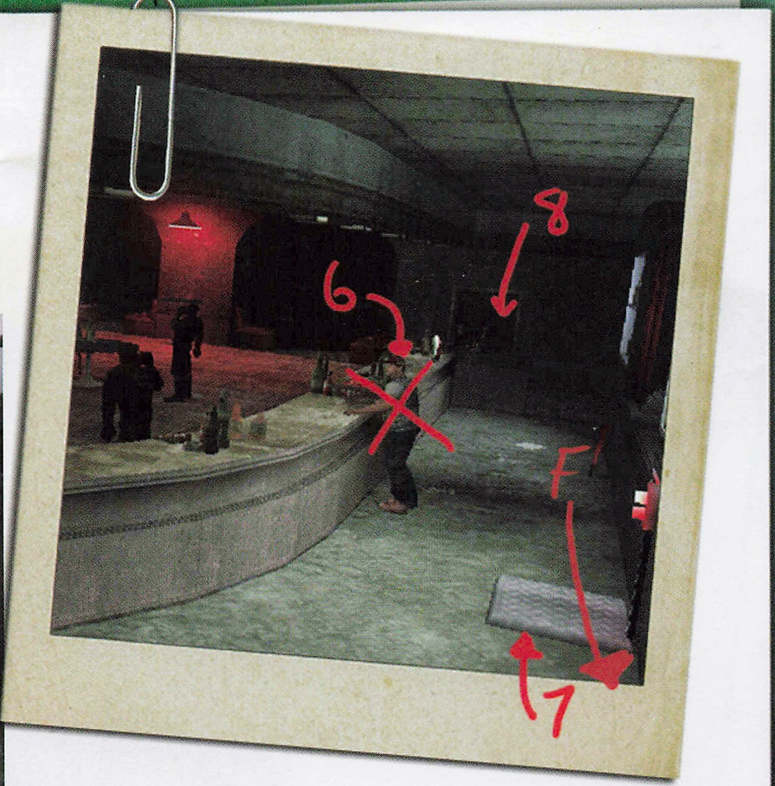


You can stand in the shadow by the bar entrance and rap on the wall beside the door. Lure the enemy, then make your move to execute as he passes through the doorway.

The Bar

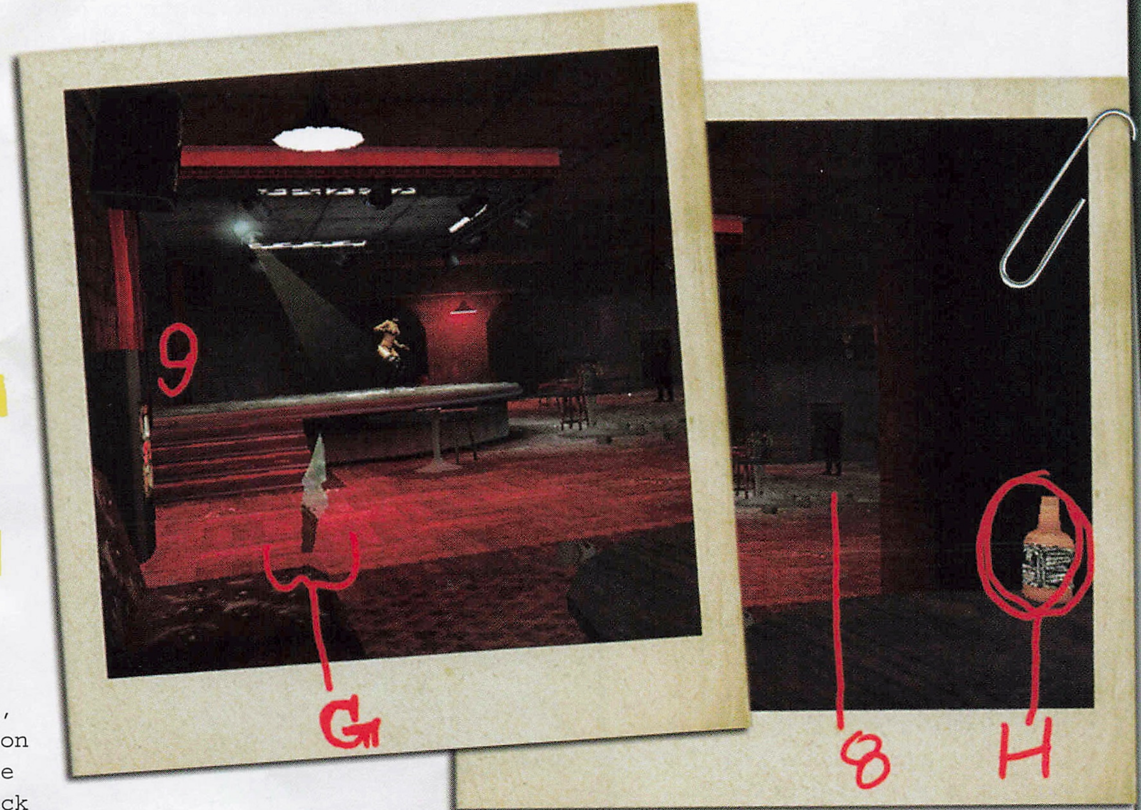
Pick up a body and carry it behind the bar where the bartender **[6]** used to be. Place it on the Footplate **[7]** to hold the stage door open, allowing you to exit. Find the **Baseball Bat [F]** behind the bar. In the Wii version of the game, the weapon behind the bar is a **Mace [F]**.

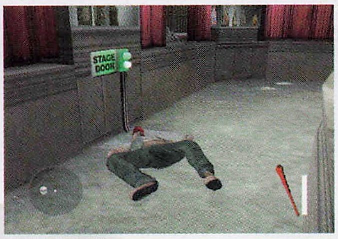




Exiting the Bar

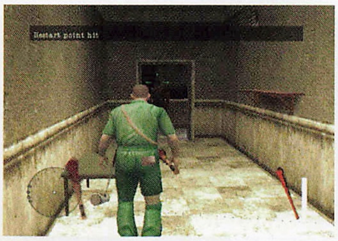
The door at the end of the bar **[8]** leads to a couple of storage rooms and exits back out into the hallway near the restroom. A **Glass Shard** can be found in one of the storage rooms. These rooms are empty on the Wii version. To the left of the stage is a comfy nook with a **Glass Shard [G]** and a lure **Bottle [H]** (these are cans in the Wii version). Hop up onto the stage and head through the open door. If the door is not open, you do not have a body on the footplate behind the bar. Danny has a flashback as he approaches the door. He is sure the person he needs to talk to is here somewhere.



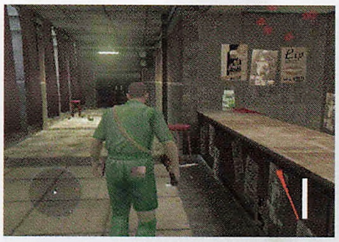


Investigate the Club

Backstage



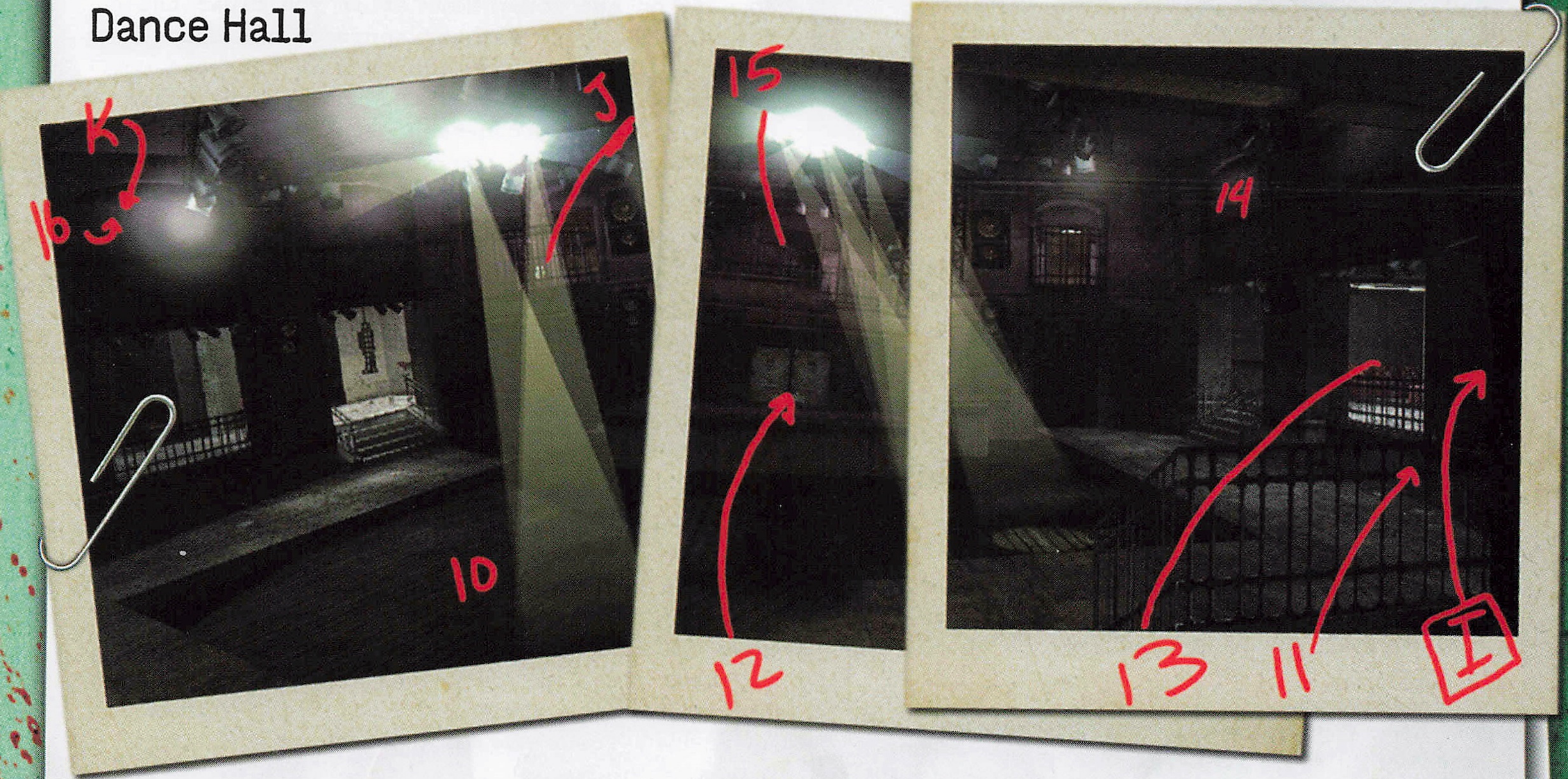
Sneak through the backstage hallway to find a **Baseball Bat** and another Checkpoint. Sneak up behind the hunter in the next room with his back to the hallway doorway. In the Wii version, he's positioned further down into the next hallway. Execute him with the weapon of your choice. There's plenty of time for a Gruesome execution.

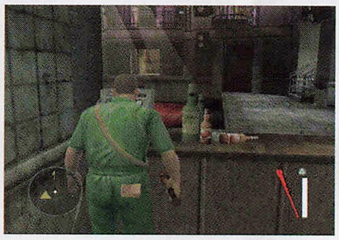


Find the **Medicine** on the half-wall, then follow the next hallway to the S&M dance hall. As you approach the doors, a cut-scene shows a female doctor taking two hunters from the hall to another area of the club.

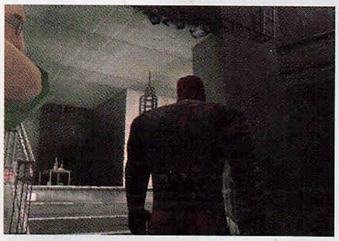
Gain Access to the Underground Dungeon

Dance Hall



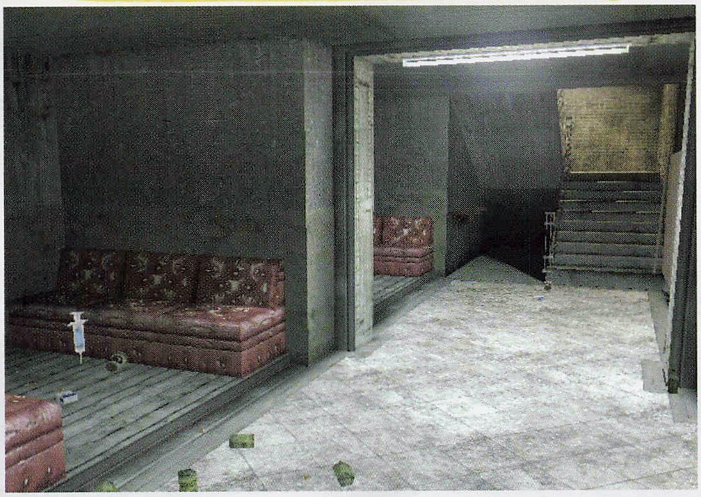


Push through the double doors to the dance hall entryway. Stand before the entrance and study the movements of the hunter **[10]** on the dimly lit dance floor. Notice the spotlights. If you are caught in one of these as the hunter faces you, you will be spotted. When this happens, two hunters from the top floor come running. While being chased, it's a good idea to retreat back to the previous medicine hallway and hide amid the shadow in the corner.

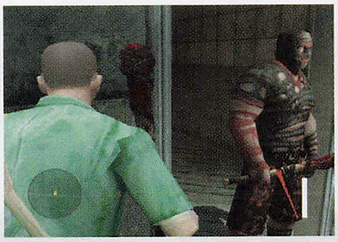


There are two bars on either side of the doorway just beyond the entrance to the dance hall. Enter the dance hall and walk into the bar on the right. Hop over the bar and into the corner shadow **[11]**. Move out to the dance floor and follow behind the hunter as he patrols, then make your move as soon as you get the chance. Sometimes his patrol takes him up the stairs between the bars, allowing you to follow and execute him there.

If you approach the double door exit **[12]**, the guard on the other side will not allow you to pass. You need a decapitated head to pass as a hunter. The task of removing a head from a carcass requires the right tool. In this case, that tool is an Axe. You can find a couple of them upstairs in the upper dance hall balconies. Use the stairs on the right side of the dance hall **[13]** to get there. On the Wii, a **Syringe [I]** is in the comfy nook near the stairs.

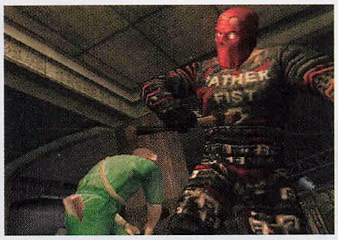


Dance Hall Balconies

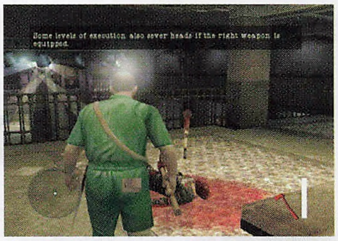


When you reach the end of the first balcony hallway **[14]**, a hunter walks from the next hallway **[15]** into yours. The **Axe** is inside a glass case to the right of the doorway. It's a good idea to enter one of the booth shadows the moment you reach the upstairs and lure any hunters within earshot to your area. Execute the hunters this way to avoid surprises as you round the corners on the second floor.

[redacted]



Smash the glass and take the **Axe**. You now have a corpse and the proper tool, but for the sake of maximizing your points keep heading through the hallways until you reach the bar **[16]** where another hunter patrols—unless you lured and executed him already. If you use the right weapon to perform a high-level execution, you'll automatically sever the head.

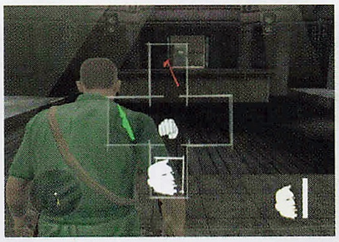


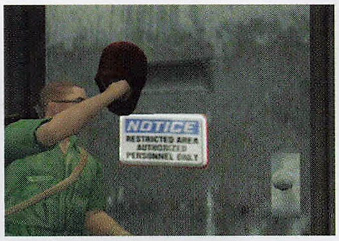
Some levels of execution also sever heads if the right weapon is equipped.

You can also stand over a dead body and attack it near the cranium until the head is removed. The decapitated prize is then automatically placed on your tool belt. Notice another **Axe [K]** is located in a glass case behind the bar at the end of the second floor hallway. On your way back downstairs with the head, make sure to find the **Medicine** bottle in hallway **[16]** and the other **Medicine** on the small balcony **[J]**.

Showing the Head

Return to the guarded door **[12]** on the first floor of the dance hall and select the severed head. Be aware that an additional hunter sometimes appears on the lower floor after you clear the top floor. Execute him and approach the exit **[12]**. Press the *Use* button to hold the head up and display it through the window so the guard on the other side can see it—thinking you are the hunter the head was once attached to. The door is now unlocked.





Entering the Dungeon

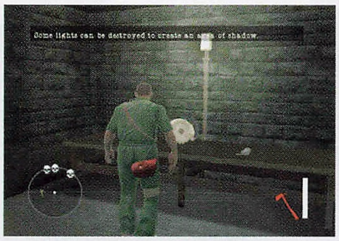
Push the door open and follow the S&M doorman until you are close enough to execute. Proceed down the stairs through the next door. A quick flashback plays as you reach a Checkpoint. Enter the next room and witness a man being ripped apart by a **Power Saw** in a nearby room during a gruesome cinematic.

Restart point hit

Open all Cell Doors to Cancel Dungeon Lock Down.

Dungeon Cellblock 1

Notice the hunter with the **Power Saw** in the next hallway. Sneak into the first lit nook on the left. Jump up onto the table and smash the light with a heavy weapon. Take the **Power Saw** or **Crowbar** from the table if you wish. The sound attracts the hunter in the hallway. Stay put in the shadow and throw a lure if you want to divert attention away from your shadow. Otherwise, you may have to hold your breath. Execute him when he turns away.



Some lights can be destroyed to create an area of shadow.

There are three more nooks with lights that can be broken in this cellblock. You may want to break them all so you have plenty of places to run and hide. A **Baseball Bat** is in the second nook and a **Stun Prod** is in the fourth nook.

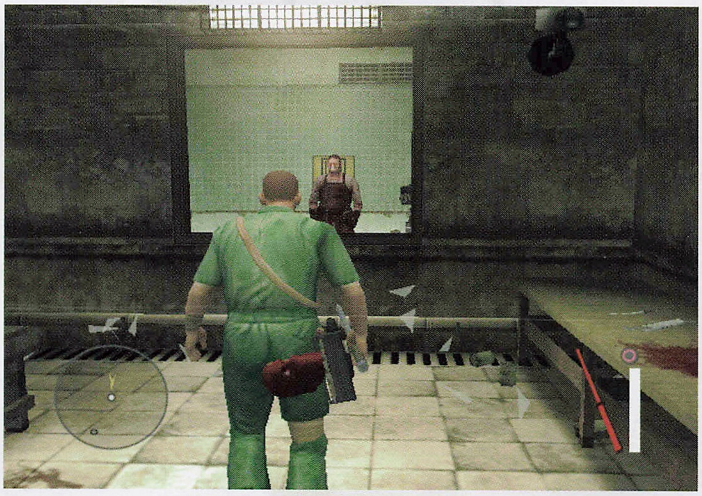
Three Cells

Empty Chair Cell

There are three cells in this block. The first one (closest to the way you entered) contains a restraining chair and the cell is void of enemies. When you press the switch to open the door, you see a cinematic of a door with three lights over it in the next area. When all these doors are *opened* and the rooms cleared of test subjects, the main exit door in the cinematic will unlock.

Two-way Mirror Cell

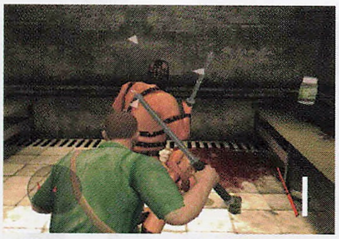
When you enter the center cell, you see a mirror at the far end of the room. Walk halfway into the room and the enemy on the other side of the window smashes it and gives chase. Run out of there and into one of the shadowy nooks you created (preferably not the nook directly across from the cell you just ran from). If the enemy stops nearby and looks around, come up from behind and execute him; otherwise, lure away and execute.

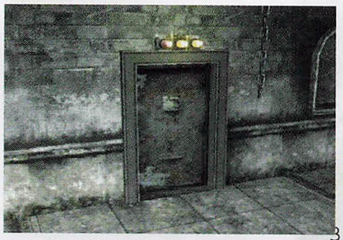


[redacted]

S&M Stun Prod Cell

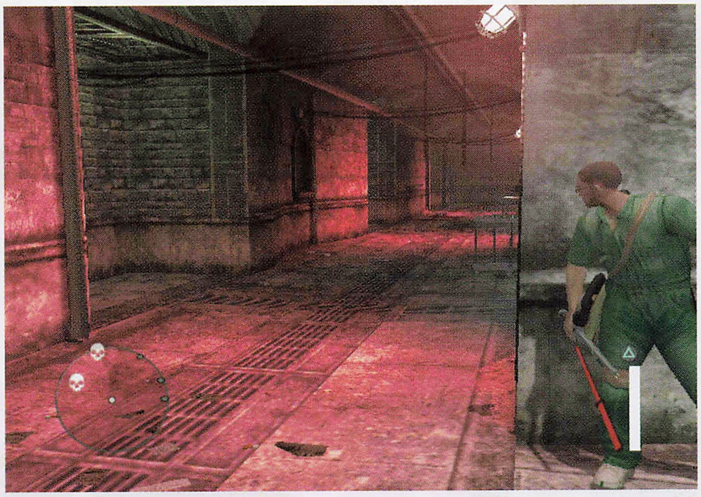
Open the door to the third cell and quickly, but silently, approach the S&M hunter attacking the prisoner with a Stun Prod. Perform a Gruesome execution on him before he turns around and sees you. There's a bottle of **Medicine** on the table in this room. Exit the cell and turn left to exit the first dungeon cellblock. You discover the exit through the doorway. This is the door that unlocks when all cell doors in the entire dungeon are open. Head to the right and enter the next cellblock.



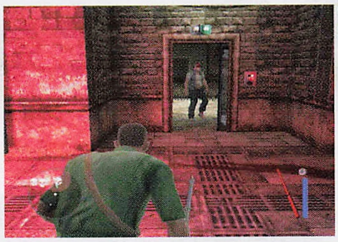


Dungeon Cellblock 2: The Three EEs

The second dungeon cellblock has three cells, all closed up and each containing EEs. The first cell on the left (dentist EE) can only be opened from the outside.

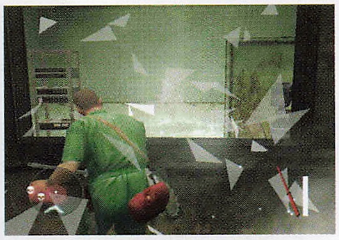


Iron Maiden & Cell 2 Switch

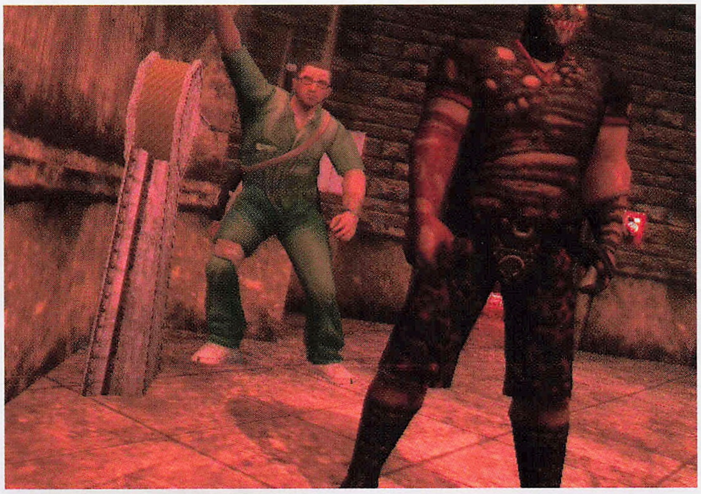


Smash all the lights in the cellblock, then head to the last cell. Open the door and remain beside it until the enemy inside is closest to the door, but still facing away. Sneak in and perform an execution on him. This nasty and violent death involves the iron maiden against the right wall. Next, smash the back window in the cell and climb into the room on the other side.

In the room behind the iron maiden cell, enter the hallway on the left and follow it to a small observation room. There's **Medicine** on the desk in this room if you need health. Return the way you came instead of disturbing the couple inside the cell by smashing through the window.



EE: Meat Hook & Electric Chair



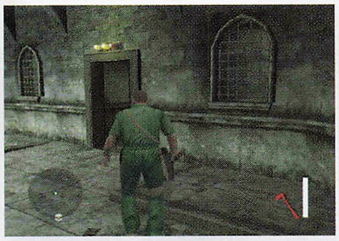
Enter the middle cell through the main cellblock hallway and creep up behind the hunter who's in the process of torturing a man. Perform an EE on the hunter. Danny kills the hunter using the winch and giant meat hook.

[redacted]

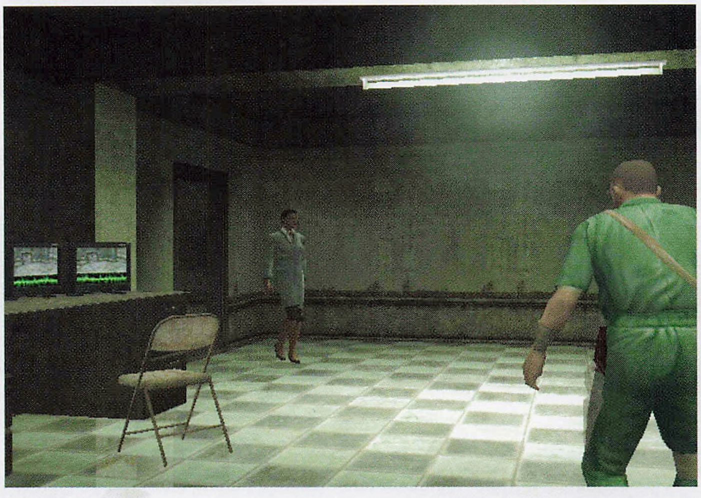
EE: Extreme Dentistry

Perform the *evil dentist execution* on the enemy. All doors must now be open to ensure the exit is now unlocked.

The Exit



Open the exit and enter the lab to meet Judy. She's oddly nervous and surprised you talked to Leo. Judy then gives you the address to your safe house.



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RED LIGHT

[redacted]

Visit Your Old Safe House in the Derelict Movie Theater

Danny and Leo must now fight through seedy locals and more Watchdogs to reach the *safe house*—a derelict movie theater.

The Street

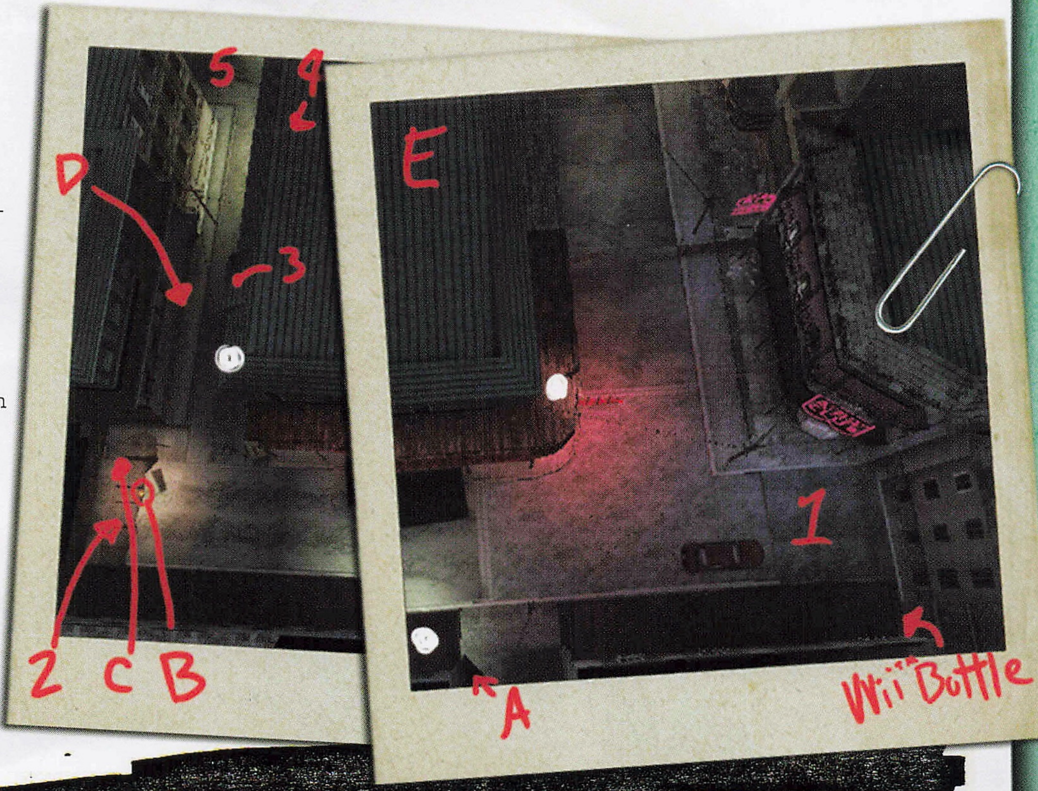
Security Lights

Before you go running all willy-nilly through the red light district, there are a couple of things to keep in mind. Motion sensitive security lights are located in a few shadowy areas on the street (see white dots on map). If you trigger a motion light while in the shadow, the shadow will no longer exist and your position will be revealed. Since most lights like these are out of reach, you can throw lure objects to break them.

Car Alarms

Notice the car parked near your starting position **[1]**. If you bump into the car, the alarm goes off and creates quite a ruckus. If you're trying to be stealthy, triggering car alarms is not the way to go about it.

[redacted]



[redacted]

Wii Lures

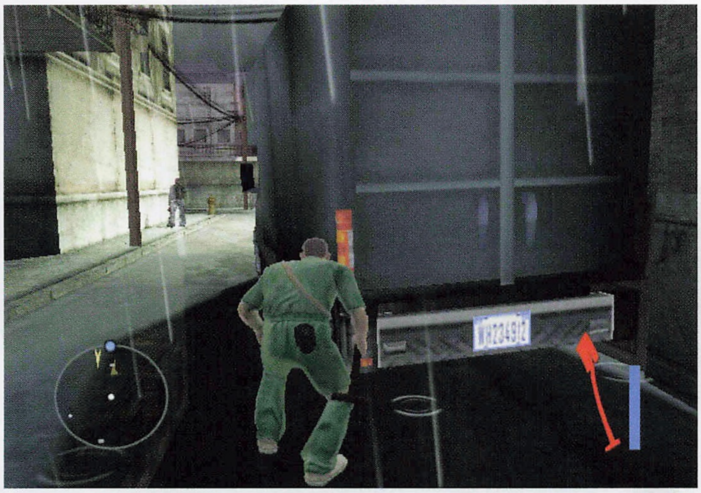
On the Wii, you can find a brick directly behind your starting position. There's also a Bottle (weapon) in the shadowy nook behind Danny and to the left.

Getting Pliers

The main objective in this area is to find pliers to reach the next area. Begin by heading to the end of the first street. In the Wii version, take the **Syringe [A]**. On the PS2 version, the Syringe is a bottle lure that can be used to break the security light. On the PS2 and PSP, the only weapon you can get at this point is the Shovel.

Just beyond the barrel fire and cement mixer is a **Shovel [C]**, an excellent instrument of death. There's also a **Bottle [B]** lure near the barrel.

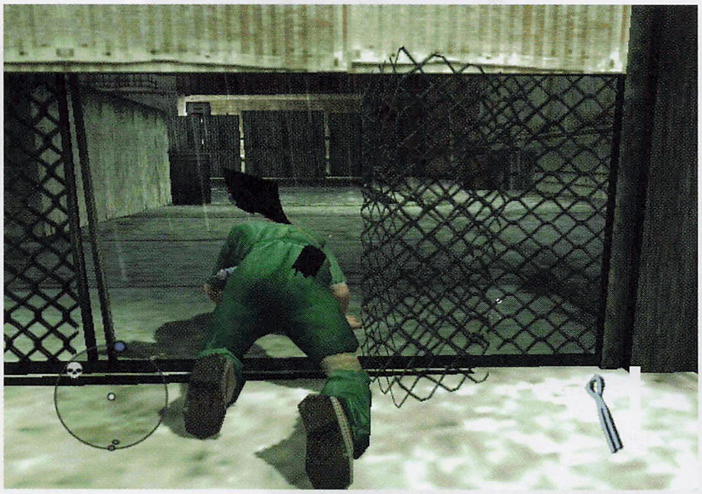
Walk past the box truck [3] and look for a **Can [D]** in the small shadowy nook to your left (PS2 version only). At this point, a cut-scene shows two hunters exit the abandoned storefront [4] to beat the life out of a vagrant. Then use pliers to finish him. Hide in the large shadow created by the box truck and throw a lure to attract the Watchdogs. When they separate, go after the one who lags behind. Perform a Gruesome execution.



If the other Watchdog spots you, run back toward your starting position and duck into a shadow (preferably one without a security light). Lure the final Watchdog toward you for an execution, then take his **Pliers**.

Cutting the Fence

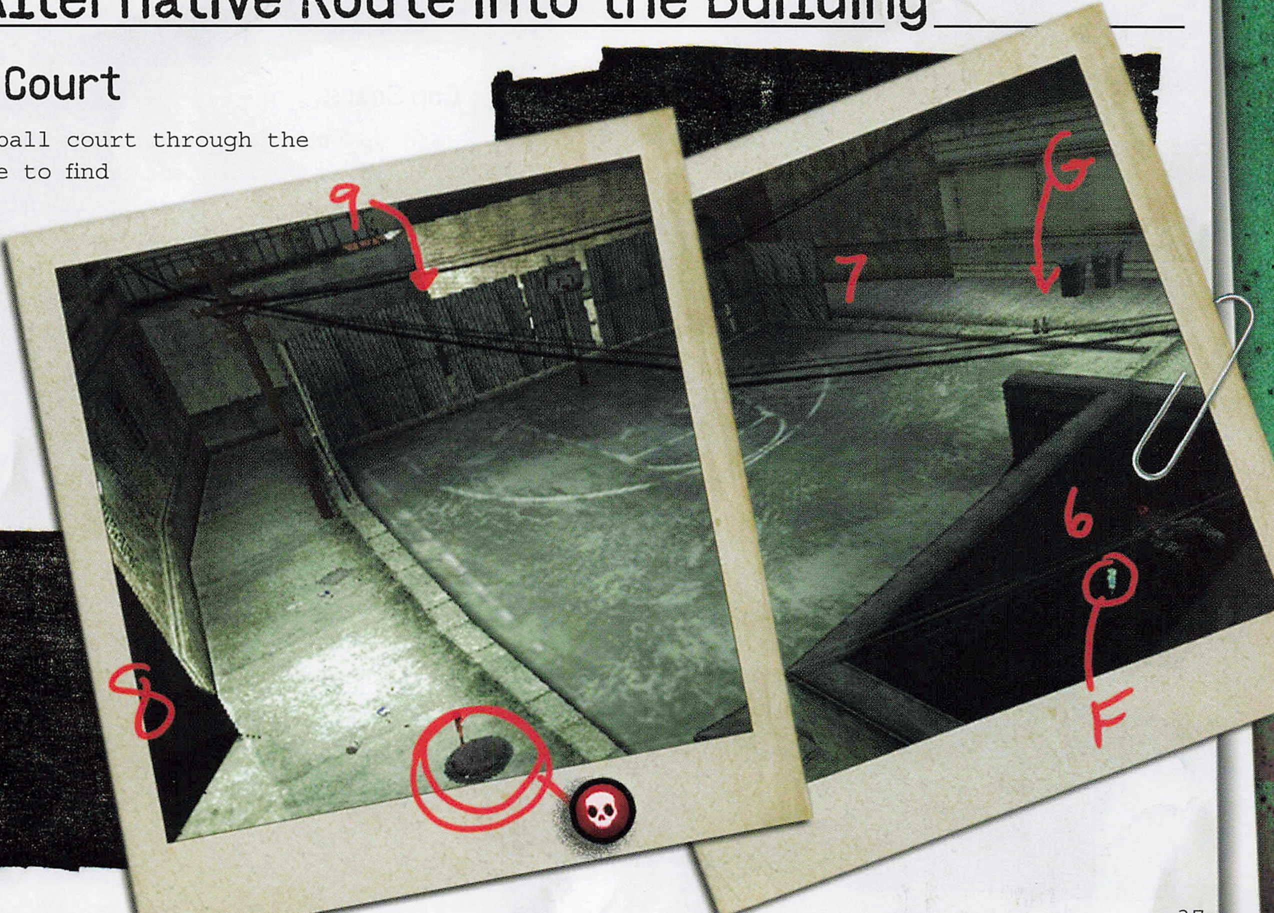
There's another **Syringe [E]** inside the abandoned store where the Watchdogs were hanging out. Equip the Pliers and approach the fence [5]. When the Use button appears above your health bar, press it to cut and pull the fence back. Crawl through to the new area.



Find an Alternative Route into the Building

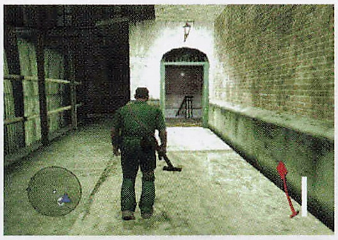
Basketball Court

Enter the basketball court through the hole in the fence to find a shaded space to the left that's ideal for hiding [6]. There's a **Plastic Bag [F]** here and a **Glass Shard [G]** near the trashcans.



Approach the fence **[7]** and a couple of hunters exit the next building. Run back to the shadows and prepare to kill. Take out one hunter from the large shadowy area and save something very special for the other.

To do this, hide in the shadow to the left of it **[8]** and bring the hunter to the area using a lure item (there's a bottle in front of the large, shadowy half-wall; throw it at the lid). The hunter usually patrols this area regardless. Remember, during EEs the execution indicator around the enemy goes immediately to red, so there's no need to wait. With both hunters executed, enter the building that they left **[9]**.



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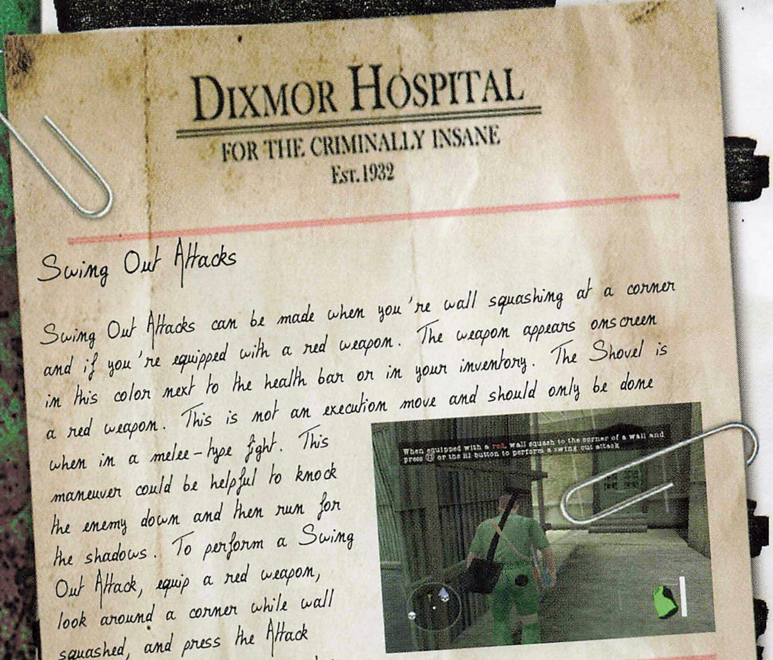

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Swing Out Attacks

Swing Out Attacks can be made when you're wall squashing at a corner and if you're equipped with a red weapon. The weapon appears onscreen in this color next to the health bar or in your inventory. The Shovel is a red weapon. This is not an execution move and should only be done when in a melee-type fight. This maneuver could be helpful to knock the enemy down and then run for the shadows. To perform a Swing Out Attack, equip a red weapon, look around a corner while wall squashed, and press the Attack button when the enemy approaches.

When equipped with a red wall squash to the corner of a wall and press ○ or the R1 button to perform a swing out attack

Memo

[redacted]

Building #1

Hunter Encounter

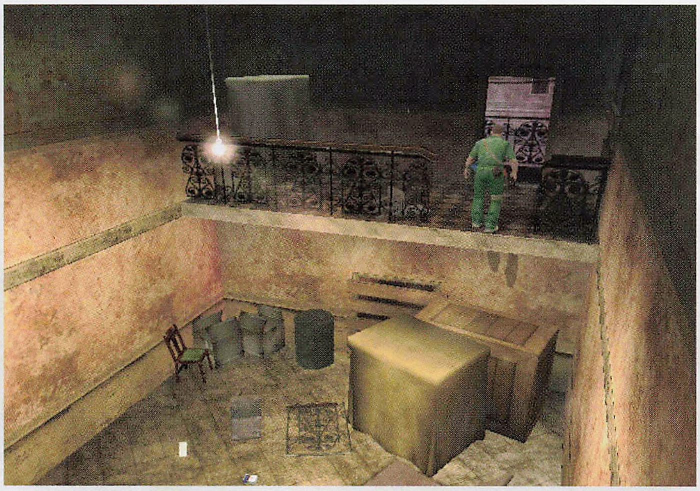
Enter the building and walk down the stairs, then peek around the door to locate the distant hunter. The hunter soon enters the room in the next hallway. There's a **Medicine** bottle and a brainwashing TV inside the room the hunter is about to enter.

Follow him into the room, then make a move when he turns his back. If you didn't use the EE manhole earlier, here's another chance. Just make some noise and lure him outside to try again.

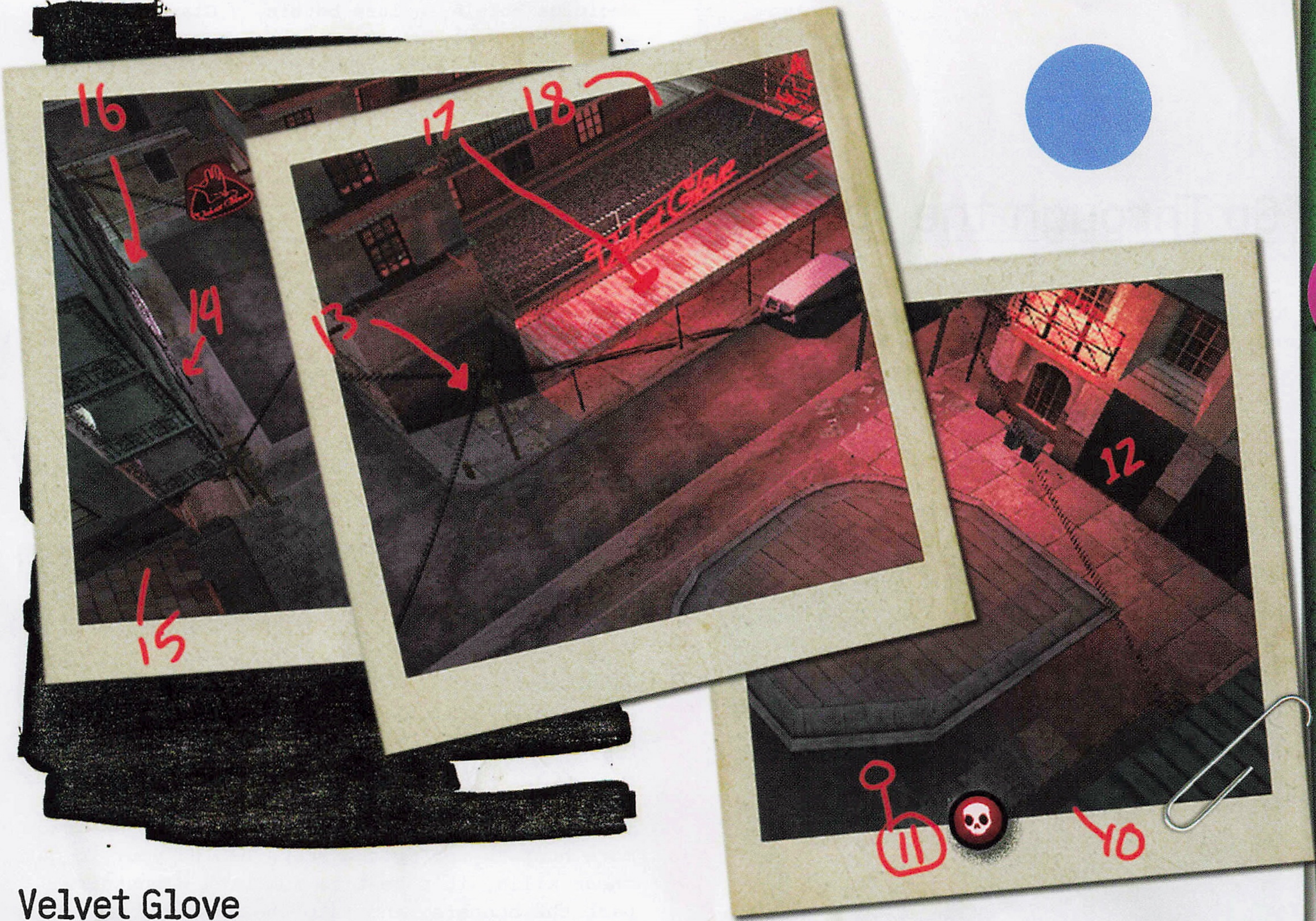
[redacted]

Cop Scare

Head up the stairs where the first hunter was originally positioned. Enter the room and climb the large crates to reach the balcony above. Approach the exterior balcony doorway. A cinematic shows cops beating a Watchdog in the street below. Step out onto the balcony.

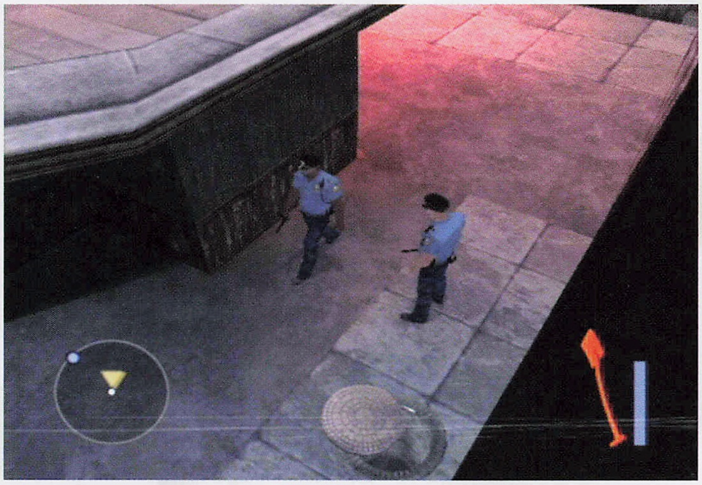


Make Your Way Through the Porn Shop



Velvet Glove

Notice the large gap in the rail of the balcony where you're standing **[10]**. You can jump down to the street through here. Before you do, though, you can perform a jump execution on one of the cops below. Look down and target the nearby officer, then target and jump execute him when he walks near the large shadow cast by the shack below.

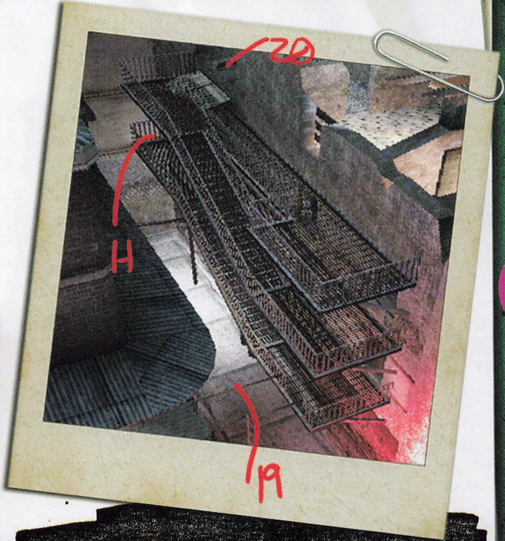


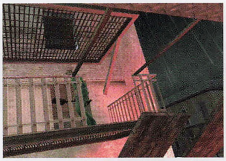
Quickly enter the shadow **[11]** to avoid being spotted by the second cop. If he spots you, run around to the shadow on the other side of the shack. Make your way back to the previous shadow **[11]** and lure the second cop to the nearby manhole.

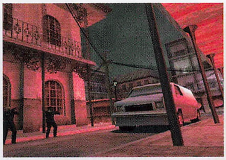
Perform an EE with the manhole cover on the second cop as he returns to the area. While in the shadow, look toward the "Live Nude" club **[14]** across the street. You can see a side alley **[15]** from here.

Porn Shop Exterior Upper Level

Back upstairs, follow the exterior balcony to the wooden planks that connect the porn shop with the movie theater's fire escape. The planks **[19]** drop as you reach the next balcony and a cinematic shows hunters on the ground and on the previous balcony opening fire. It's time to run! Hustle up the fire escape as quickly as possible to avoid bullet damage. A bottle of **Medicine [H]** is available on the next landing. Continue dashing up the fire escape and run through the large gap **[20]** in the wall to reach safety inside the decrepit movie theater.





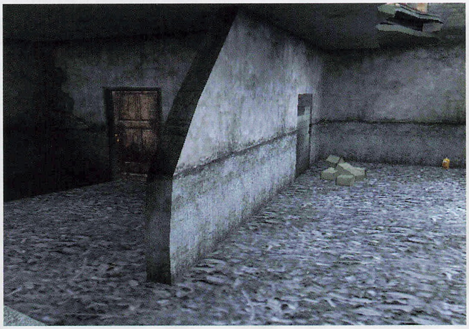


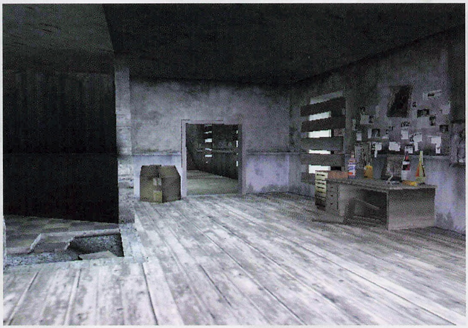
[redacted]

[redacted]

Movie Theater

Run through the gap in the broken wall and push through the wooden door to enter the building (the part with a roof overhead). When you enter the following room, Leo and Danny inspect the photos on the desk. It's a picture with Danny and a friend fishing. This triggers a flashback.





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BEST FRIENDS

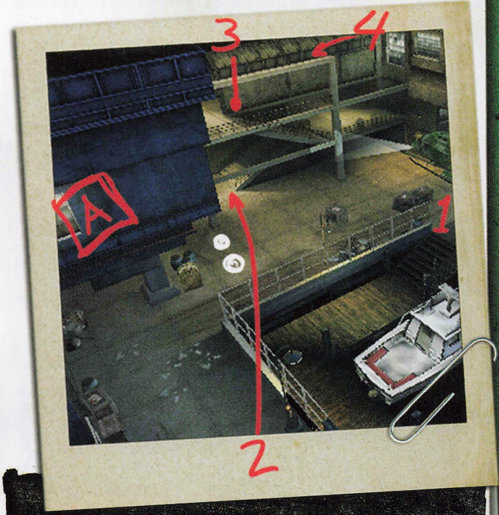
[redacted]

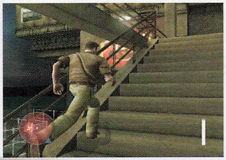
Kill Michael and get the Boat Key

This mission is a flashback from six years earlier. Danny and his best friend Michael are on a boat docked on an island near a sugar factory. Danny, acting psychotic, holds a gun on his friend and begs him to remove the Pickman bridge from his head. Michael refuses, fearing it would kill Danny. At that moment, Danny suffers a debilitating headache and Michael knocks his gun in the water, then grabs a flare gun from the pier. Michael flees into the sugar factory. The Project hunters close in and receive orders to shoot on sight. In this mission, you play as Leo as he chases Michael down for the boat key.

The Docks

An attacking helicopter hovers directly overhead, so a speedy escape is essential. As Leo **[1]**, run forward and to the left and find the entrance to the stairs **[2]**. There's **Medicine [A]** behind a sugar block just to the left of the stairs. If you're shot on your way to the stairs, don't use this now; it'll be very useful for your return trip. Run quickly upstairs to avoid large-caliber helicopter bullets. You reach safety behind the wall **[3]** on the top floor. Enter the factory through the doorway at the end of the top-floor hallway **[4]**.





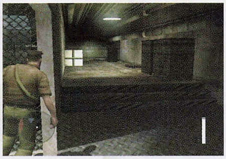
Medicine and Plenty of Ammo

On the Wii, there is Medicine near the stairs, and two Handgun Ammo power-ups in plain sight, just in front of the same sugar block.

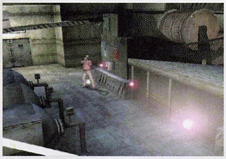
Sugar Factory Interior

Top Floor

Follow the hallways to the small office. The locker in this office contains **Medicine**—useful for your return trip through the factory.



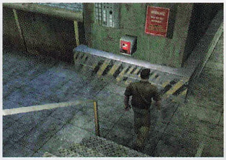
Exit the office through the next doorway. This is your Checkpoint. At the bottom of the stairs, Michael shoots a flare at you and misses. Project hunters immediately pull him into another room. If you barge in there before it's time, Michael will be shot, the boat keys will fall into Project hands, and the mission will be failed.

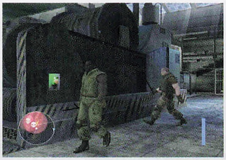


Eliminate the Project Operatives to reach Michael

Factory Floor: EE Manglers

There are two EE machines in this first factory room. Each mangler has more than one switch; one is on the end facing the stairs and the others are on the outer sides near the grinding wheels. It takes only one switch to activate one machine. When turned on, the EE icon appears on your radar. You must lure someone in front of the grinding wheels at the far end of the machine and then push them in during the EE. These EEs can be used multiple times. Avoid stepping into them yourself, or you'll be pulled in and mangled. Also note that the hunters may turn the manglers off if you spend too much time lurking in the shadows.

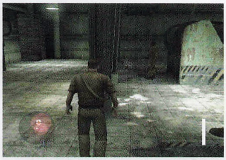




[redacted]

There are four hunters to deal with in this first stage. Two originate from Michael's room; the other two are airdropped outside and work their way into the mangler room. The sound of the manglers attracts them. While the manglers are activated, lures in that area do not work. Notice the machinery sound waves on the radar that drown out lure attempts in that area.

Run for the shadows in the back of the room as soon as you turn on the machines via the end switches. There are great places to hide beside the EEs; there's a shady corner opposite the kill switches on both machines. Plus, there's a short wall to duck behind in the back of the room that would be ideal for sneaking up on hunters in front of either mangler.



Kill the Remaining Project Operatives Before They Take the Key from Michael

Shooters

Once all four of the hunters have been killed, you reach a Checkpoint and an armed hunter pursues you. Use the same tactics to execute this guy, then take his gun. You target enemies with the normal Targeting button and shoot with the Attack button. You can scroll through selected targets, as well (check the Basics section of this guide for your console's button commands).

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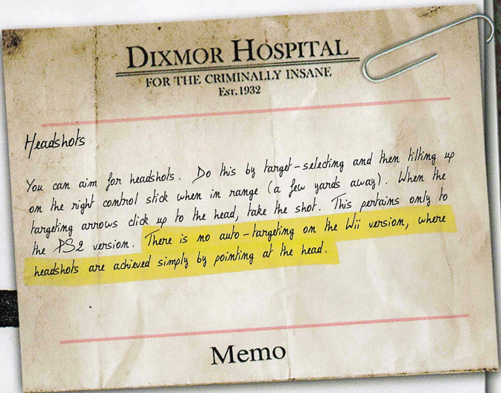

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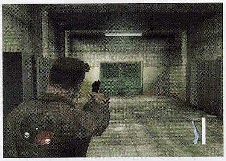
Headshots

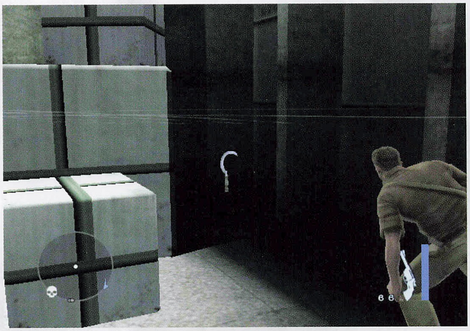
You can aim for headshots. Do this by target-selecting and then tilting up on the right control stick when in range (a few yards away). When the targeting arrows click up to the head, take the shot. This pertains only to the PS2 version. There is no auto-targeting on the Wii version, where headshots are achieved simply by pointing at the head.

Memo

EE: Fuse Box

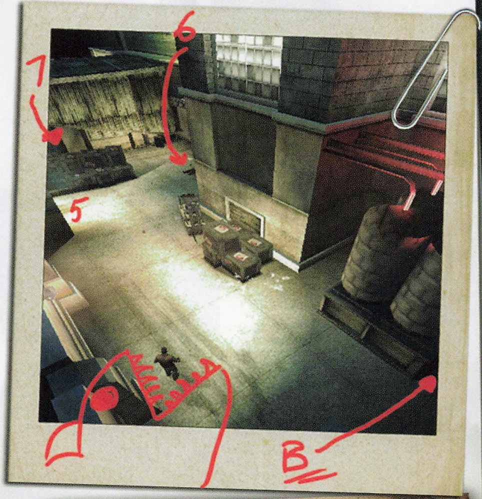


If you enter the locker room between the mangler room and the one where Michael was taken, you can find **Medicine** and **Handgun Ammo** inside the lockers (the ammo appears in the lockers only after you have obtained the gun). There's a door on the left that leads to a large shipping area. There's a **Scythe** in a shadow behind some sugar and a **Medicine** bottle in another nook. On the Wii, a second bottle of **Medicine** is easily found in this same room between sugar bales. The Fuse Box EE is in the hallway that connects this room to the mangler room. Lure someone to the Fuse Box and use the EE before you finish the level. There's a large shadow for setting up this execution in the same small hallway with the Fuse Box.



Have Gun , Will Travel

Once you've loaded up on ammo from the locker room, head through the double doors **[5]** where Michael was last seen. Be ready to shoot as soon as you open the doors. Blow away the hunter **[6]** on the other side to reach a Checkpoint. To reload a gun on the PS2, press Up on the D-pad; to reload on the Wii, quickly move the Nunchuk down. Explore the right end for **Ammo [B]** behind the silos. Take the fallen enemy's gun and walk around to the next area **[7]**, passing **Barbed Wire** on your left (there is no Barbed Wire here in the Wii version). As you pass under the arch, you hear Michael telling you not to make him choose between his life and yours. Soldiers are deployed further ahead and another Checkpoint is reached.



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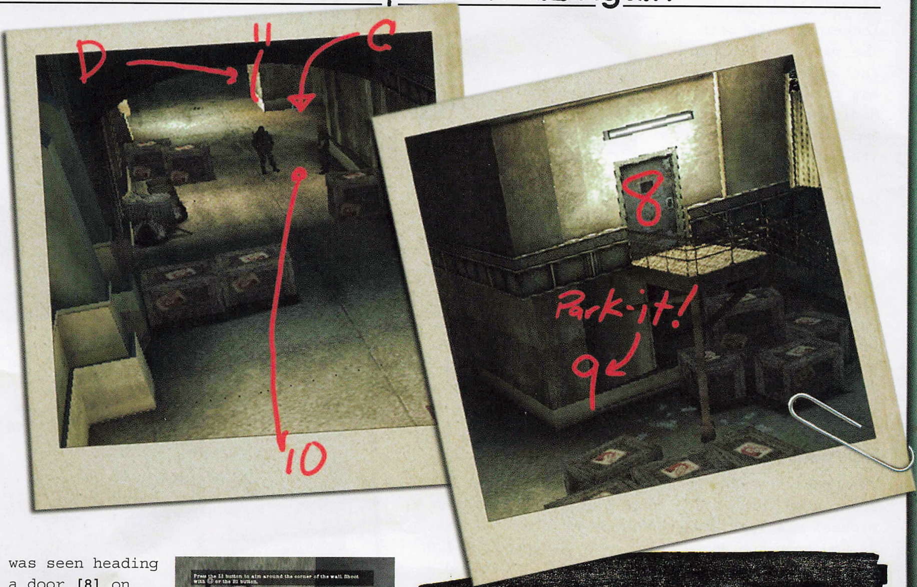
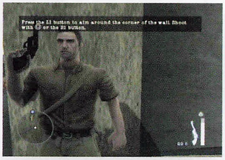
A Wii Bit More Ammo

Since there is no auto-targeting on the Wii version of the game (making it more difficult), you will find much more Ammo lying around for the Handgun—especially in the outside area between the mangler building and the conveyor building. The yellow dots on our maps indicate Wii-exclusive ammo.

Michael Lost You—Pick Up His Trail Again

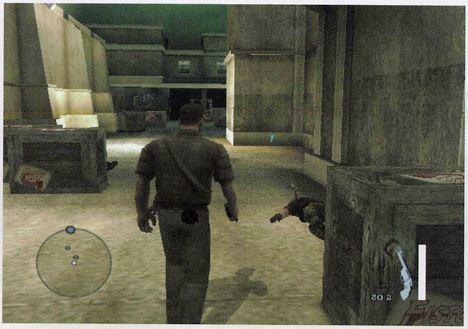


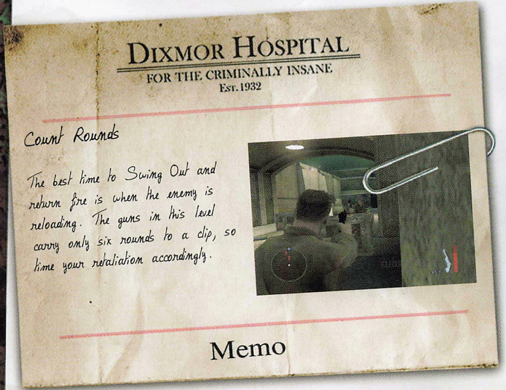

Press the L1 button to aim around the corner of the wall Shoot with ○ or the R1 button.

Michael was seen heading through a door **[8]** on the second floor. It's locked from the inside. Later, this becomes a shortcut on your way out of the building. Wall Squash against the corner **[9]** and peek around. Blow away the two Project soldiers in the next alley **[10]**, using the Swing Out shooting tactic. Release the targeting button when you're ready to duck back into a Wall Squash behind the corner.

[redacted]

If you're injured, head back the way you came and use any **Medicine** you left behind in the mangler building. Once the soldiers are dead, collect their weapons. As you pass by the dead soldiers, you spot a **Plastic Bag [C]** on your right. At the end of this wall, another short movie shows four more soldiers ahead.

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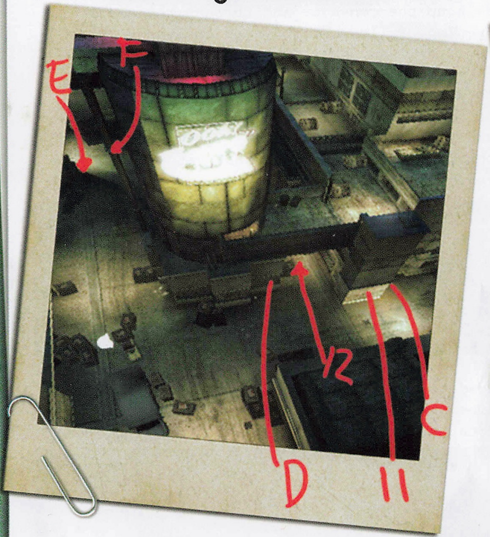
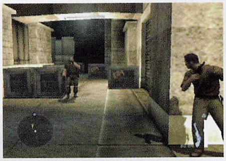
Count Rounds

The best time to Swing Out and return fire is when the enemy is reloading. The guns in this level carry only six rounds to a clip, so time your retaliation accordingly.

Memo

Four More Project Soldiers

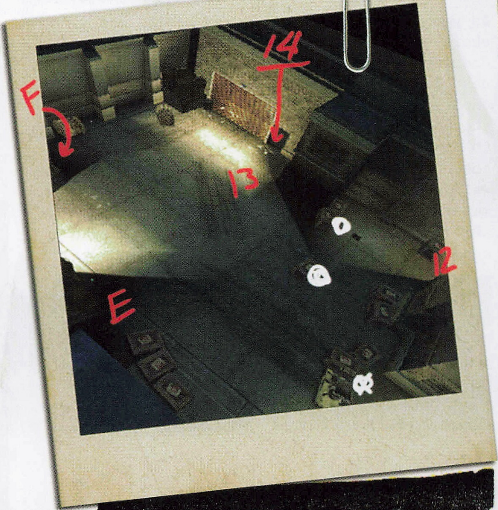




It's pretty much a shootout from here on out. Hug the wall corner **[11]** and peek around. It's best to take out the soldier **[12]** that patrols this alley silently, and then attract the attention of the other soldiers when you're behind cover and ready for a shootout. Silently execute the soldier, then take the **Medicine [D]** or save it for after the next shootout.

It's not a bad idea to lure the enemy and then run back to the first corner [9] so they can't surround you. With this many enemies shooting you at once, Swing Out only when the firing frequency slows down considerably. Concentrate on eliminating one enemy at a time. The distance here is too great for a headshot (unless you are free-aiming with the Wii version). It's also a good idea to sneak around to gain the tactical advantage of good cover position.

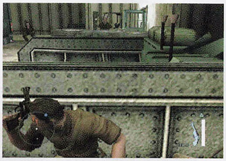
Door Guard

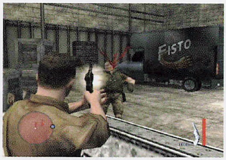


There's one more soldier outside **[13]** that must be dealt with before you can enter the next building. In the area surrounding the final soldier, you can find two **Plastic Bags [E]** and **Barbed Wire [F]** along the outer walls. If you don't make a sound, the soldier will not turn away from the door, which makes for an easy execution. You do know you can make executions with firearms, don't you? Try it. Enter the building through the door he was guarding **[14]**.

Factory Interior Shootout

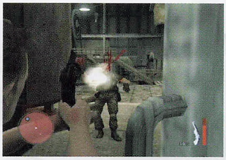
As you enter the factory, duck behind the short, metal wall you see just as you enter the doorway. The two soldiers that come through the next door will not be aware of your presence until you make a sound. Come up to fire before the soldier on the left looks like he's going to flank you. Fire and cover while attacking the guard near the door. Vault over the short wall and find the **Medicine** between the two short metal walls. Continue firing until both soldiers are dead. Collect their weapons and enter the conveyor room with your pistol drawn and ready.

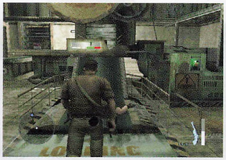




Conveyor Room

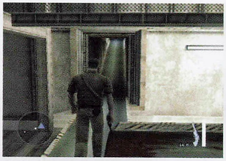
As soon as you push through the double doors into the conveyor room, be ready to shoot a guard that jumps from behind the nearby silo. Keep firing to cancel his shooting attempts. Pick up his body and place it on the conveyor, then press the power button to the right of the scale. His body is turned into a giant sugar cube and the small door at the top of the conveyor opens. Head through this conveyor doorway.

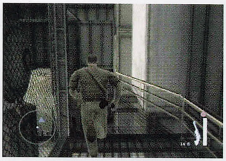




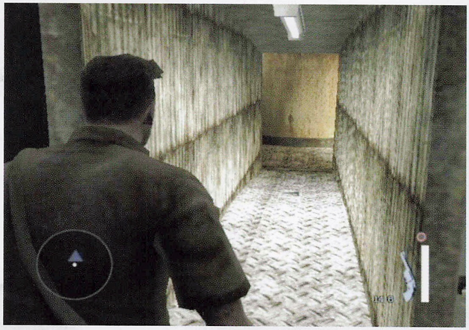
Conveyer Route

Walk up the conveyor and through the small opening. Follow the conveyor incline to the caged hallway, then turn right and enter the next door on the right. Jump down to a metal catwalk that leads in two directions. To the left, you can find the metal door that was locked from the inside. You can now pass through it. But don't do that yet. This is for your return trip.

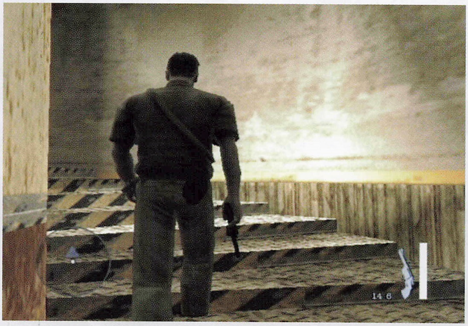




Head to the opposite end of the catwalk. It doesn't matter if you go left or right; they both lead to the same short hallway.

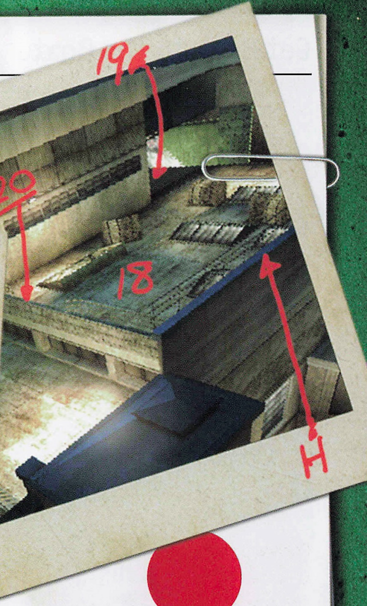


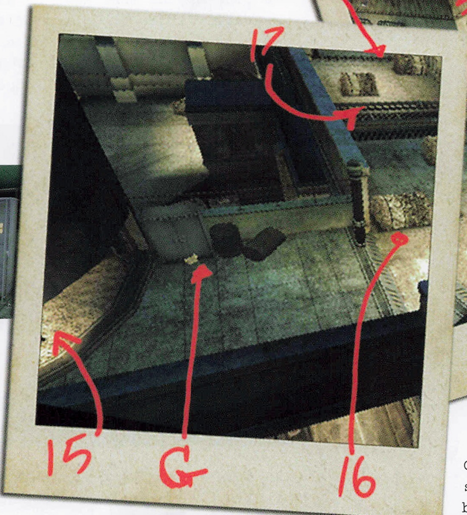
At the end of the short hallway is a spiral staircase that leads up. Follow it to catch up with Michael.



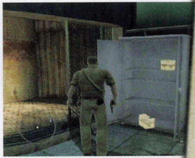
Get the Boat Key from Michael

Rooftop Battle with Michael

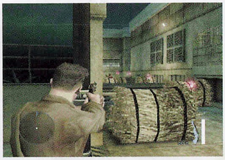




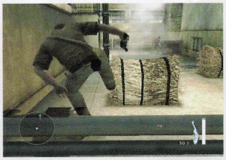
Michael takes a harmless flare shot at you as you reach the rooftop. Find the **Ammo** **[G]** in front of and inside the locker near the stairwell opening **[15]**. This locker will also contain health and a gun if you need them.



Follow Michael while auto-targeting him and taking every shot you can to weaken him. Strafe from side to side to avoid being shot. His attacks can be easily avoided, but keep your distance from the flammable hay bales **[16]**. Once they're burned, these bundles no longer provide cover.

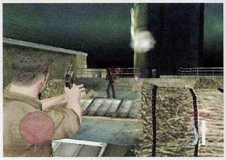


Leap over the pipes **[17]** to get closer to Michael while continuing to spray him with bullets. If you find no cover, rush his position to force him to run toward the next alley. If you're low on health, search the end of the first alley for some **Medicine**. Follow him as he retreats to the end **[18]** of the rooftop where the final showdown occurs.

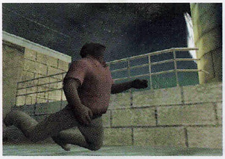


[redacted]

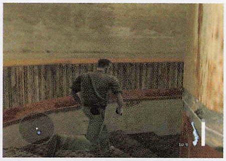
On the skylight rooftop, remain slightly out of Michael's sight behind the last corner **[19]**. However, do not Wall Squash; stand away from the wall, around the middle of the alley. If you Wall Squash, the flares hitting the corner will hurt you. Strafe just enough beyond the corner to allow your bullets to hit their mark while Michael's flares hit the corner of the wall around which you're shooting. This tactic is especially helpful when playing the Wii version. On the PS2, you can pretty much run after Michael to force him to retreat to the edge of the last balcony. Once there, run up close and take him out with a headshot.



A Checkpoint is reached and the helicopter arrives just after Michael dies. Grab the bottle of **Medicine** **[H]** near one of the skylights and the **Medicine** and **Flare Gun** that Michael drops. Then jump from the rooftop to the lower level through the gap in the rail **[20]**. Run for the stairs **[15]** to avoid the helicopter's attack.

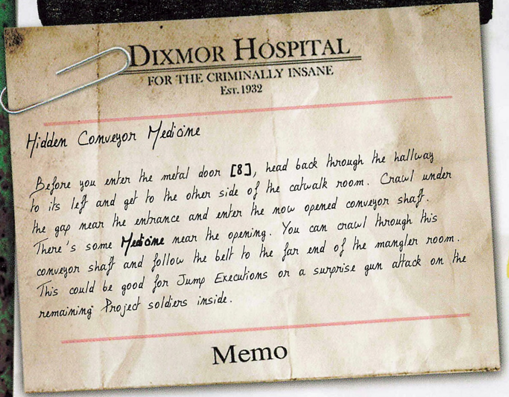


Get Back to the Boat



Run down the spiral stairs, grabbing any ammo along the way that you couldn't hold before. Head through the catwalk room to the metal door **[8]** that was locked from the inside. Yes… *Now* is the time to go through it. But be prepared; a soldier bursts through the door as you approach. A bullet or two will finish him off.

[redacted]



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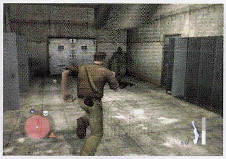
FOR THE CRIMINALLY INSANE
EST. 1932

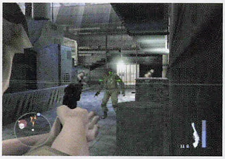
Hidden Conveyor Medicine

Before you enter the metal door [8], head back through the hallway to its left and get to the other side of the catwalk room. Crawl under the gap near the entrance and enter the now opened conveyor shaft. There's some **Medicine** near the opening. You can crawl through this conveyor shaft and follow the belt to the far end of the mangler room. This could be good for Jump Executions on a surprise gun attack on the remaining Project soldiers inside.

Memo

As you backtrack through the sugar factory, you encounter four more armed soldiers. Now is the time to use any EEs you did not use before. Or, just blow them away. Make sure you have enough ammo for the last four enemies at the dock.

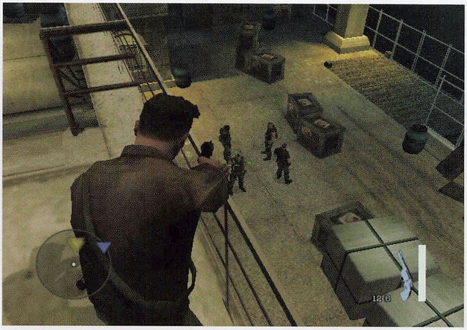




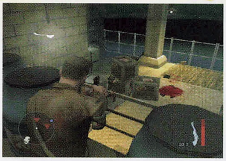
Once these guys have been dealt with, run back out of the plant (don't forget about the **Medicine** in the office cabinet) and return to the dock.

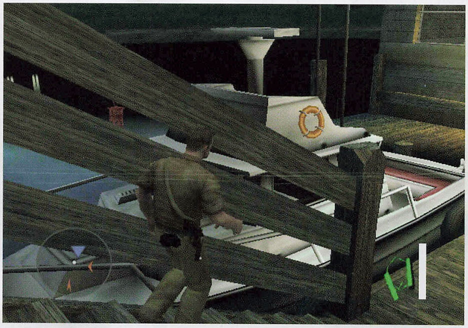
Dock Battle

You can pick off the four dock guards from the top tier of the stairwell by aiming down over the rail. Target the group of four soldiers guarding the boat. It's much safer to take them out from the top tier than from the next landing below, or to leave yourself open to sprint to cover on the ground level.



Run down to the dock and take cover behind pillars. Then continue shooting anyone who evaded your attack from the stairs. Remember the **Medicine [A]** near the base of the stairs behind the sugar block. Take ammo from downed soldiers quickly and seek cover again. Wii players should look for the two **Ammo** power-ups just beyond the stairs. You can also make a mad dash down the pier to the boat to complete the level if you're out of ammo and see no way of executing the soldiers.





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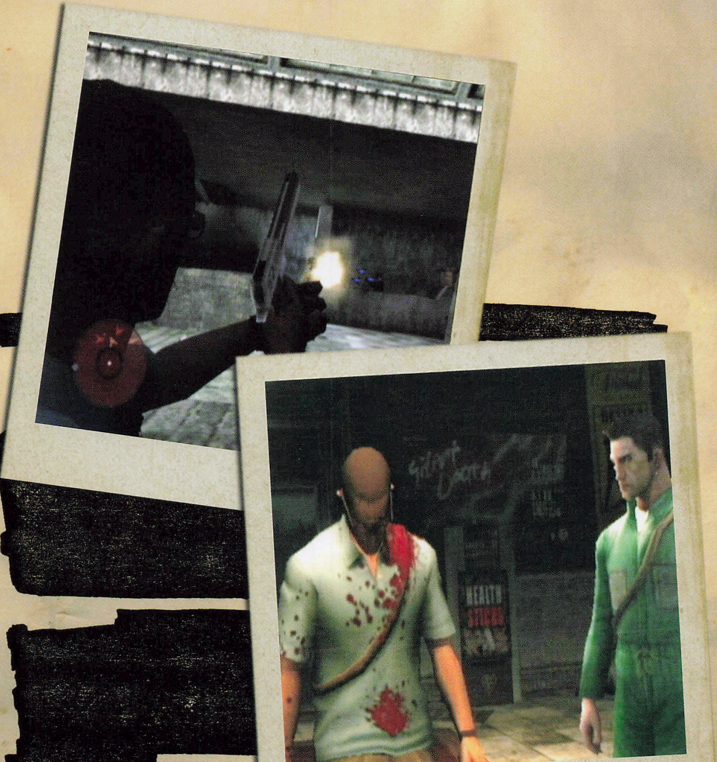
EST. 1932

SAFE HOUSE



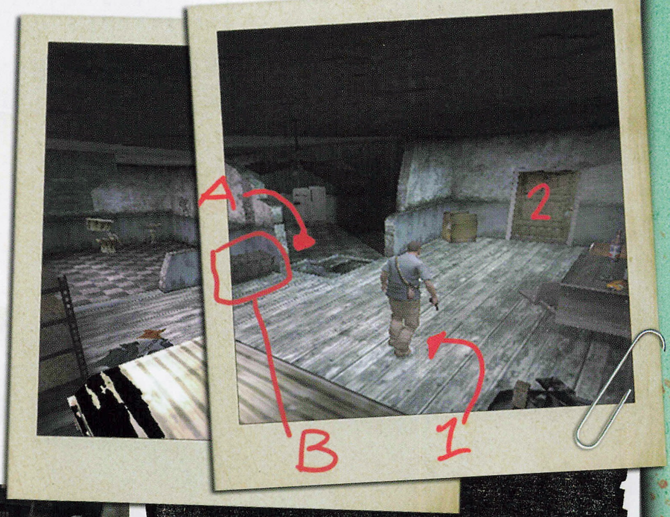
[redacted]

Find a Way Out of the Safe House

Back in the safe house, the Project watchdogs are closing in. Danny finds a gun he presumably hid there years ago. He realizes Leo killed his good friend, but Leo says it was necessary because Michael betrayed them. Danny starts to believe his friend Leo is not to be trusted. He finds more clues in the safe house he left for himself—the loaded handgun and a photograph of Judy at "Bee's Honey Pot," a local brothel.

Bedroom

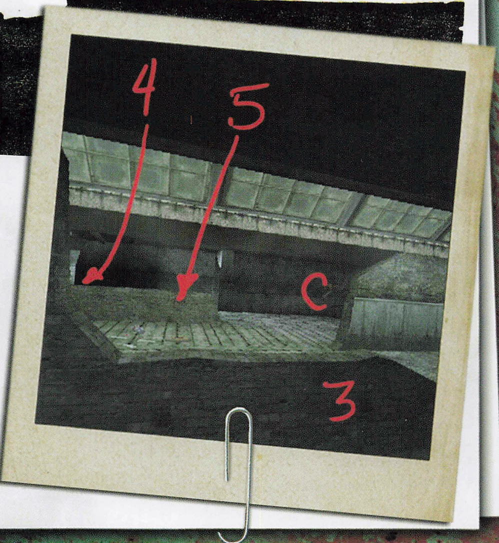
[1] This episode begins in the bedroom of your safe house and you're armed with a powerful handgun. On the Wii, you can find a **Sledgehammer [A]** in the next room across from the refrigerator. There's a **Crowbar [B]** in the chest near the bathroom in all versions. Shoot the padlock off the door [2] and enter the hallway.



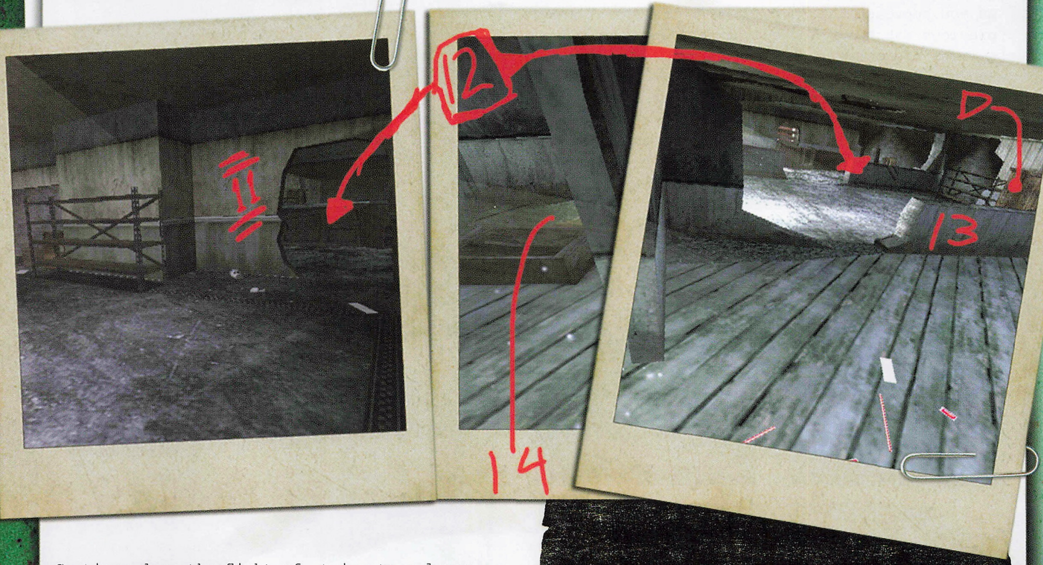
Head upstairs. Walk through the next few rooms to find a large section of the top floor that consists of multiple open rooms with fallen walls.

Top Floor Shootout

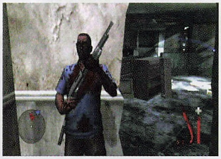
Walk up to the first broken wall [3] and take cover. Two Watchdogs appear at the end of the room [4]. Shoot quickly, because after laying them out, a couple of enemies come up from behind from the previous rooms. Run forward and lay waste to the original foes, then take cover behind a small wall [5] facing the opposite direction to avoid the two enemies coming from behind. Annihilate them by popping up over the wall and firing. Take cover when you reload or if their return fire becomes overwhelming. Collect some weapons and check the cabinet for **Medicine [C]**.

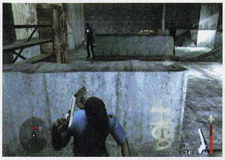


Lower Floor Shootout



Continue down the flight of stairs to a lower hallway with a single open doorway. Run to the left side of the doorway and Wall Squash **[11]**. There are three Watchdogs in the next room. Two of them are behind the first short wall **[12]**, while the third one is in the back of the room **[13]**. Using your handgun, Swing Out and shoot the two closest enemies. After doing so, move into the room and take cover behind the same short wall (this time, though, on the side facing you) and use it for cover while shooting the last enemy in the back of the room.





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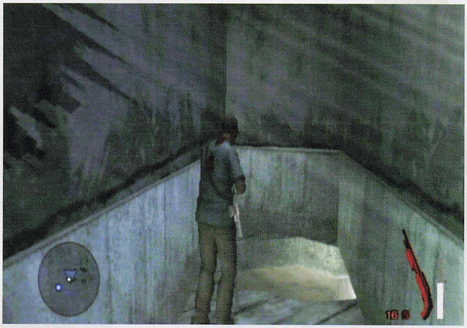
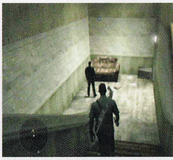
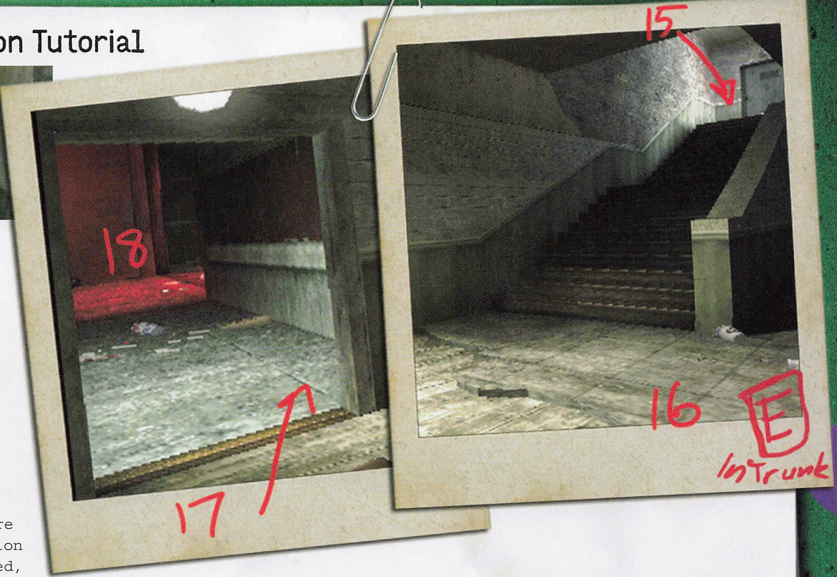
Check the cabinet for **Medicine [D]**. Find the hole **[14]** in the floor in the back of the room and drop down through it to the next floor.



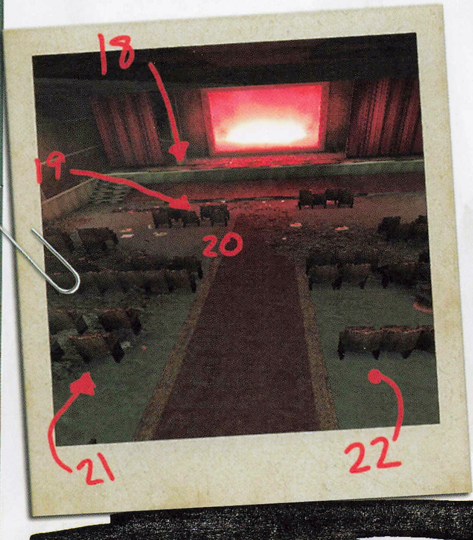
Gun Execution Tutorial





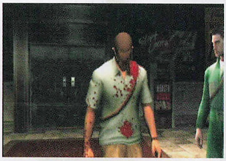
The hole in the floor above leads to a stairwell landing **[15]**. You are instructed to try a "gun execution" on the guard **[16]** at the bottom of the stairs. Sneak up behind him with your weapon drawn and target the enemy. When you are close, the execution indicators turn red, similar to an EE. Press the Attack button to perform the gun execution. Open the chest in the hallway to find a **Medicine** bottle. Select the shotgun and enter the theater **[18]** using the next hallway **[17]**.

Theater Shootout



[redacted]

Inside the theater **[18]**, a cinematic shows a close-up of the movie on the big screen. You may end the film at anytime by shooting the projector. As soon as the cinematic ends, enemies enter the room through the main entrance. Run off the stage and take cover behind the closest set of chairs **[19]**. Three enemies begin shooting. One guy comes down the main isle **[20]**; pop up and blow him away first, then target the others. The two enemies in the rear take cover behind the back rows **[21]** and **[22]**.



Another enemy enters the battle to replace the first dead guy. A total of three replacements enter the theater to back up the Watchdogs. After defeating all eight Watchdogs, head through the main doors to access the lobby and reach the end of the mission.

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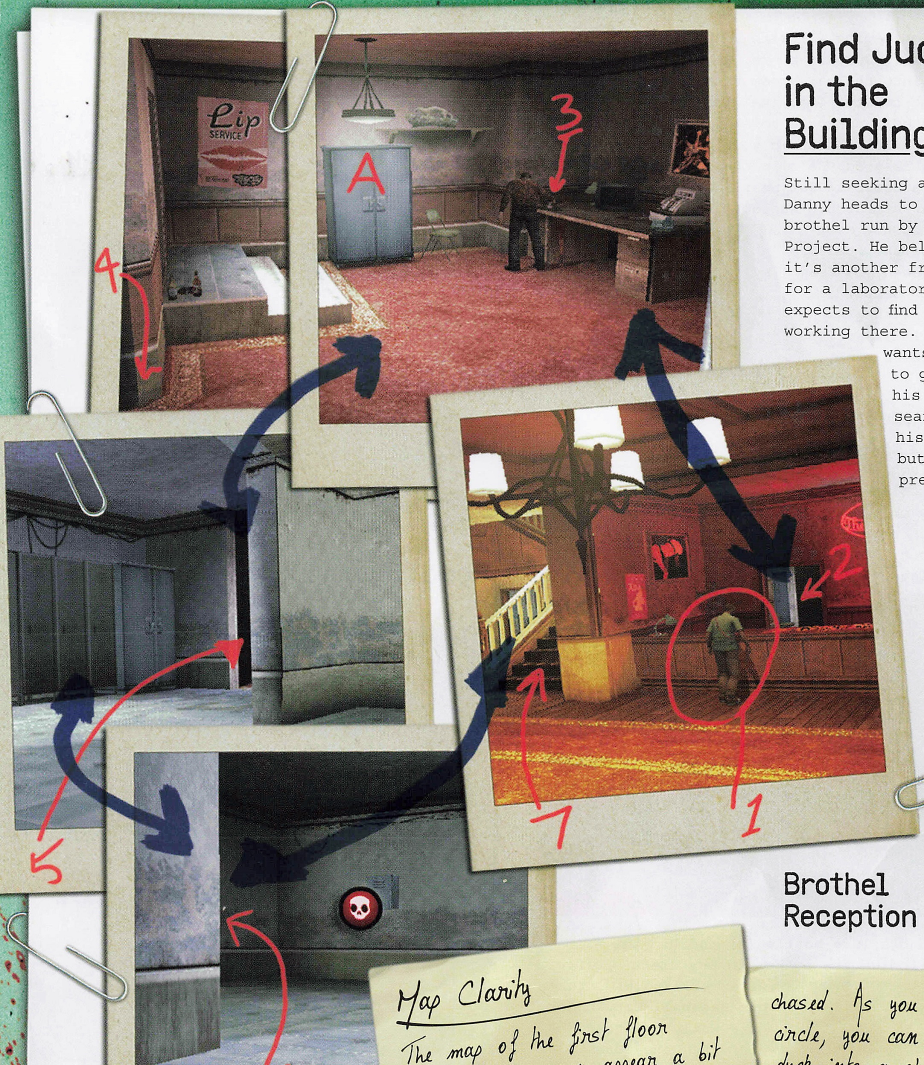
EST. 1932

BEES HONEY POT

[redacted]

Find Judy in the Building

Still seeking answers, Danny heads to a brothel run by the Project. He believes it's another front for a laboratory and expects to find Judy working there. Leo wants Danny to give up his futile search for his past, but Danny presses on.

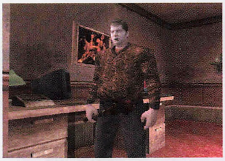


Brothel Reception Area

Map Clarity

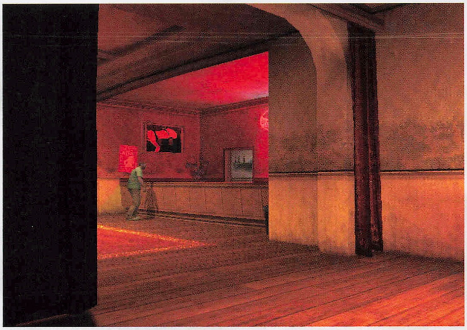
The map of the first floor reception area may appear a bit confusing at first, but once you run through the reception area, you'll see the connection. It is composed of three interconnecting rooms, which makes it easy to run and hide if you're being chased. As you run the circle, you can eventually duck into a shadowy corner without the desk clerk and his backup spotting you. Not shown on the map is a large shadowy nook to the right of the reception desk.

The mission begins **[1]** with Danny asking the desk clerk if Judy is there. He says to hold on and goes into the back room through the doorway behind the counter **[2]**. The clerk reacts oddly and repeatedly asks you to stay put. If this arouses some suspicion in your mind, then your intuition is good. He's in the back office **[3]** grabbing a **Baseball Bat** near his desk. He then works his way through the attached locker room **[5]** and out the door **[6]** beside the stairs **[7]** to ambush you from behind. If spotted, back-up—one thug with a Baseball Bat—arrives from upstairs.

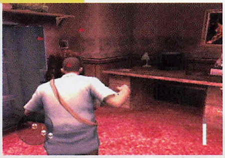


EE: Telephone

As soon as the clerk walks into the office, quickly jump over the reception desk and silently follow the man into the back office **[2]**. He's on the phone and has his back to you. Use the EE phone to kill him. This is your only weapon, so there's no other choice in the matter. There are two EEs on this floor.

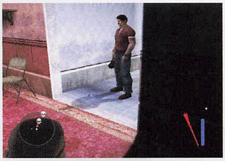


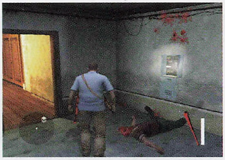
You can find a **lure bottle** **[A]** (not in the Wii version) inside the locker in the clerk's office. After killing him, take his **Baseball Bat**, knock on a wall, and then duck into the corner shadow **[4]**. Wait for the thug from upstairs to investigate.



EE: Fuse Box

When the thug takes the bait, follow him back through the locker room. The execution indicators turn red as he passes the Fuse Box **[6]**—that's when you make your move. If you have trouble using a shadow **[4]**, then smash the light in the nook adjacent to the fuse box and use this corner to hide, lure, and sneak out for the EE. Now head upstairs **[7]** to the next level.





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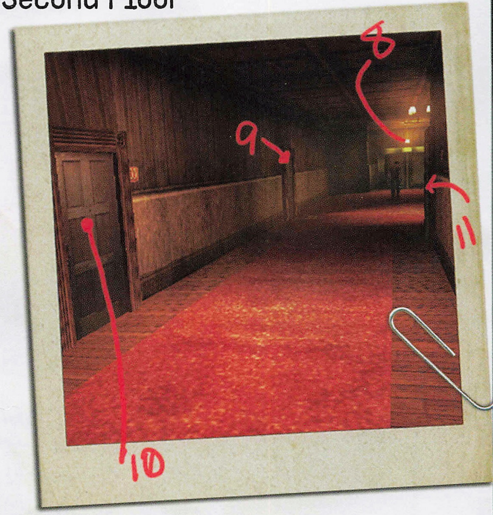
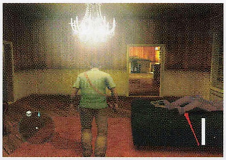
Second Floor

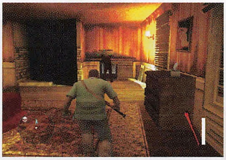


The second floor is divided by a large, locked double door at the end of the hallway. This door cannot be unlocked, so you must find your way around it. There's currently only one enemy on this side of the second floor and he's beating a pipe in Room 203 **[10]**. He's making such a racket you cannot lure him away. Break the light **[8]** in the nook as you climb the stairs to create a shadowy nook for hiding.

Room 201

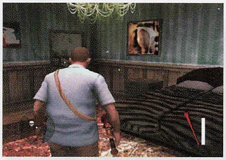
Enter Room 201 **[9]**, which connects to 203. You can spot the enemy near the grate in the corner in 203. He'd be easy to execute now, since he never turns around, but there's an EE object on this floor with his name on it. On the Wii, you can find **Medicine** in the locker and more **Medicine** in the top dresser drawer of Room 201.

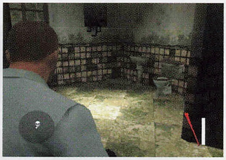




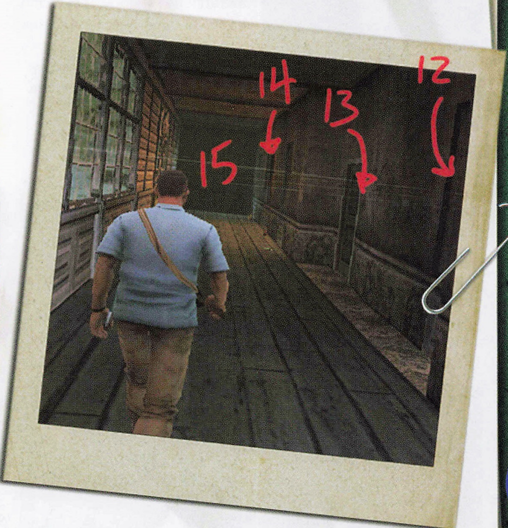
Room 203

Find **Medicine** on the nightstand in Room 203. Approach the sledgehammering thug and hit him once with the bat. Quickly retreat through Room 201 and out into the hallway. Run into Room 202 **[11]**, then continue into the bathroom and duck into the shower stall shadow. If the thug is not on your tail, lure him into the bathroom with knocks near the toilet area. When he approaches the toilet, perform the EE on him—using the toilet to flush his life away. Take his **Sledgehammer**. You can find a **Pen** in a cabinet in room 202.





Through the Bathroom Window



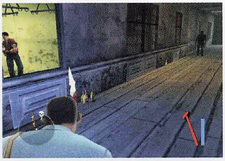
Jump through the bathroom window **[12]** to land in a dark hallway with two shadows at either end. To the right is an unlocked door **[13]** that leads into Room 204. Further down this dark hallway, near the opposite shadowed end **[15]**, is a breakable window **[14]**. This leads to an S&M locker room that connects to Room 204 via an unlocked door. There are three thugs in the area. Two of the guys are packing firearms (they are patrolling a connecting hallway); the other is unarmed and getting a lap dance in Room 204. On the Wii, the wardrobe inside of Room 204 contains a **Can lure**.

Wii Shotgun

The Wii version of the game features two bonus items in Room 202—a Shotgun near the wardrobe cabinet and Medicine inside the wardrobe.

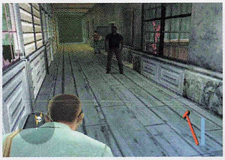
EE Bathroom Retry

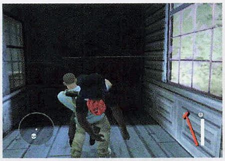
The enemies in the second half of the second floor (beyond the bathroom window) can be lured into the EE bathroom and will follow you if you try to retreat to the shower stall shadow. This allows you to attempt the toilet EE if you failed to execute the pipe-working enemy this way.

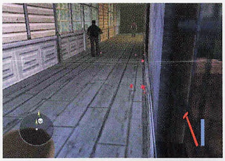


To get things started, smash the window **[14]** and hide in the nearby shadow **[15]**. This gets all three men riled up and creates a **Glass Shard** below the broken window. You can also mask the sound of the breaking glass by busting the window during the loud moans coming from inside the room.

One shotgun-toting thug looks out the broken window while the unarmed man enters your hallway. Let things settle, then rap on the wall near the door **[13]** and run into the shadow near the bathroom **[12]** end of the hallway. Execute the unarmed man after he approaches and turns away from your hiding spot, then move his body into the shadow.

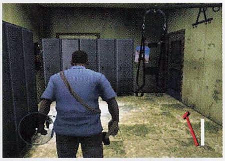


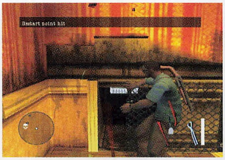




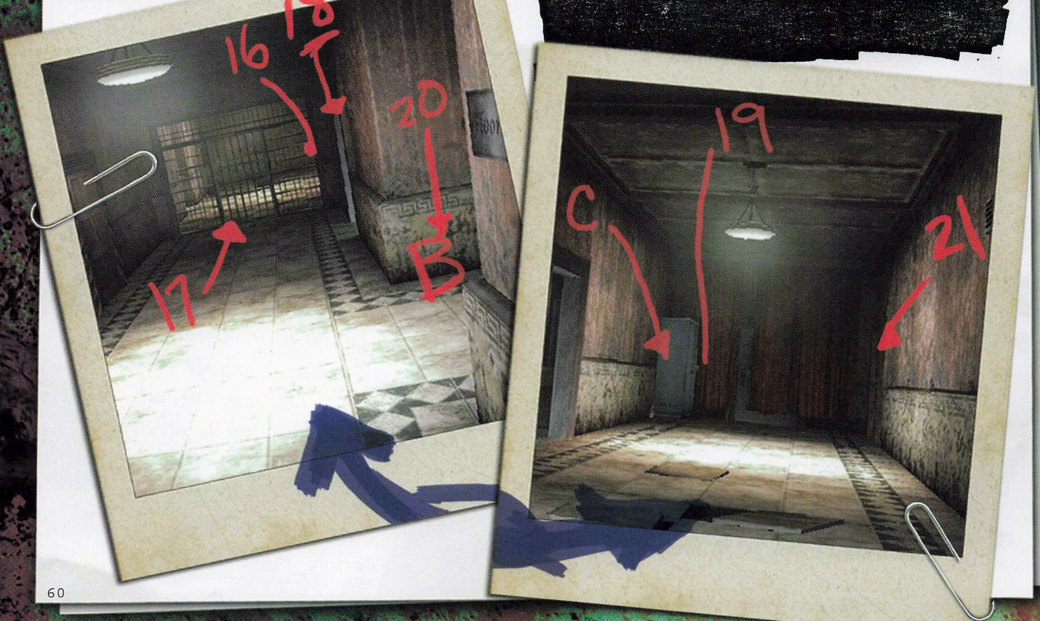
Repeat this same tactic to lure the armed enemies out into the hallway. Execute one when the other is out of sight, then take the **Sawn Off Shotguns**.

Enter the locker room through the broken window **[14]** and find the **Pliers** inside the locker closest to the door. The Pliers are used to rip open the grating under the broken window in Room 203. Doing this earns you a Checkpoint, so even if you do not use the duct for travel, rip open the grate for the save point. Opening the duct connects Room 203 with the hallway near 204. It could be used in the previous challenge to sneak up on one of the armed guards in the hallway outside of Room 204.

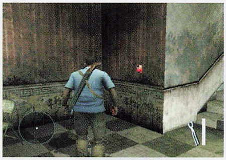


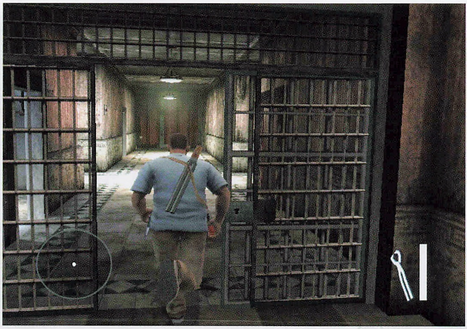


First Floor

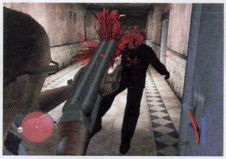


On the Room 204 side of the second floor, head down the stairs to the first floor. Turn to your right at the bottom of the stairs to find the gate switch **[16]**. The locked gate is on a timer and stays open only long enough for you to press the switch and run through. You reach a Checkpoint on the other side of the gate **[17]**. Run directly into the large shadow in the storage room **[18]** to your left before the armed guards spot you.

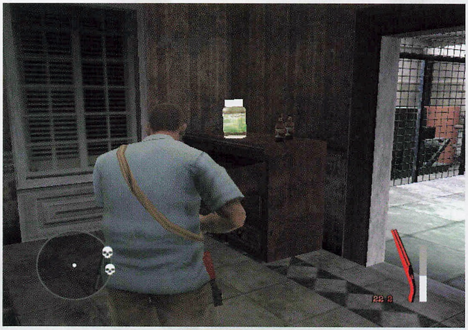




Knock on a wall and lure one of the guards to the storage room. There's a bottle in the storage room on the other side of the dividing wall that can be used as a lure. There is a **Sawn Off Shotgun** next to the bottle, located on top of the cabinet. The thug is usually the first to answer the call. Execute him. The second guard is a Watchdog. If he does not enter the storage room, you may have to move elsewhere. The shadow at the end of the hallway **[19]** near the locker is a good ambush site. There's **Medicine [C]** inside the locker. (This item only appears on the first playthrough; if you replay it after dying, it won't be there.) This locker contains **Handgun Ammo** in the Wii version of the game, unless you are in need of health. **Medicine** randomly appears here if that's the case.

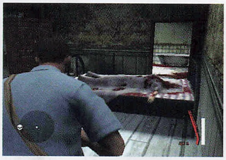


You can find two **Medicine** bottles **[B]** inside the drawers at the end of the short hallway **[20]** between the storage room and the generator room.



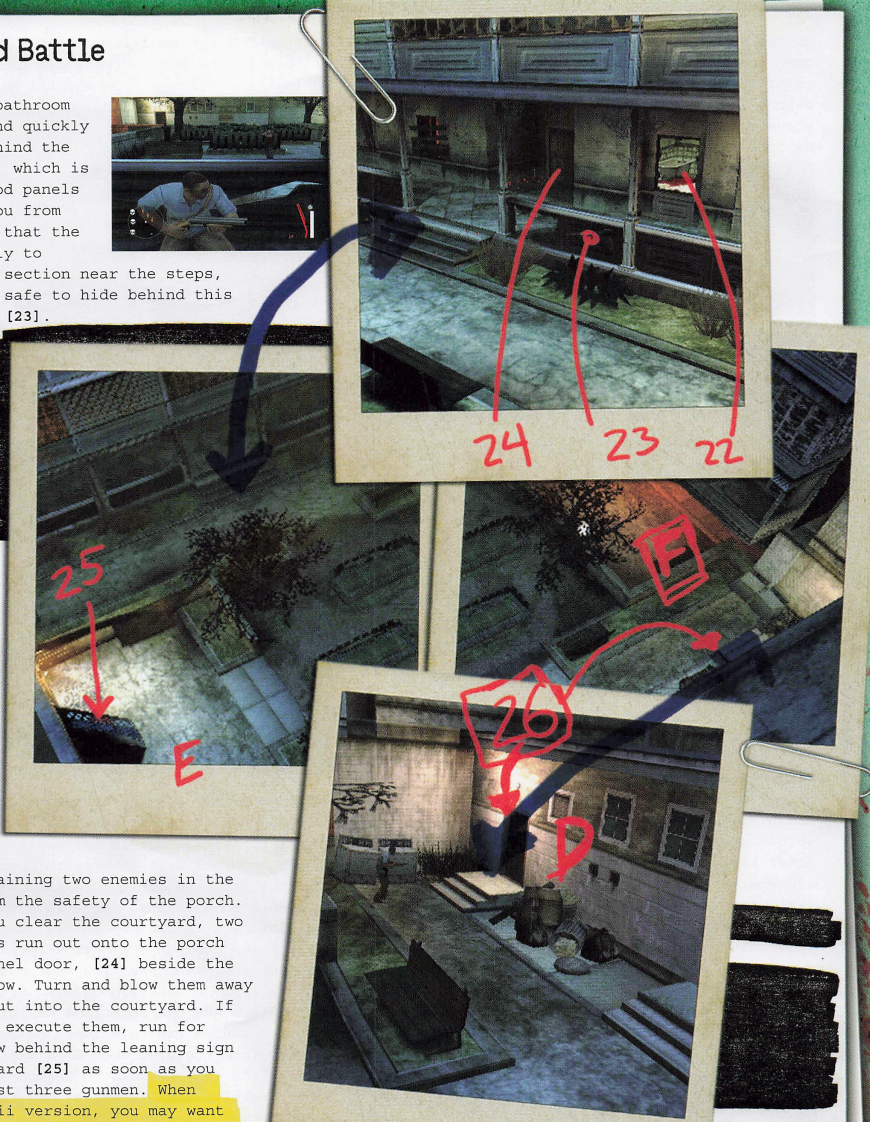
[redacted]

Next, enter the room at the end of the hallway **[21]** and find the **Medicine** in the top drawer of the cabinet along the left wall. This only appears on your first attempt through the episode. Continue into the attached bathroom. There's an open window inside. There is a bottle of **Medicine** next to the tub on all versions of the game. Three enemies are currently patrolling the yard outside. They spot you and shoot if you pass in front of the window. Two of the enemies are hunters who can sometimes be lured into the bathroom window, which allows you to lure them further into the first floor area where you can utilize the many shadows to perform executions. Unfortunately, this is not always the case. You can, however, always just jump out the window and start the gunfight.



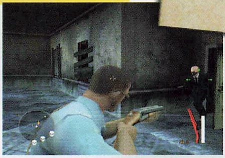
Courtyard Battle

Leap out the bathroom window **[22]** and quickly take cover behind the porch railing, which is lined with wood panels that shield you from bullets. Note that the enemy is likely to shoot out the section near the steps, and it is not safe to hide behind this missing panel **[23]**.

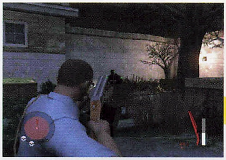


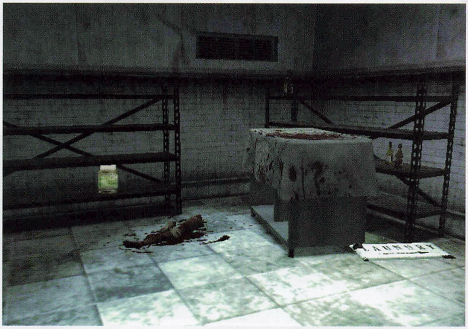
Use the pistol for mid-range targets. Take out the closest Watchdog to your right first, if you didn't already lure him inside and execute him.

Shoot the remaining two enemies in the courtyard from the safety of the porch. As soon as you clear the courtyard, two more Watchdogs run out onto the porch from the brothel door, **[24]** beside the bathroom window. Turn and blow them away as they run out into the courtyard. If you choose to execute them, run for the big shadow behind the leaning sign in the courtyard **[25]** as soon as you defeat the first three gunmen. When playing the Wii version, you may want to jump over the short-wall surrounding shadow **[25]** just to use the wall for cover while shooting at the two new arrivals. There's also a **Shotgun** next to the shadow **[25]**. There's some **Medicine** **[E]** near the shadow.



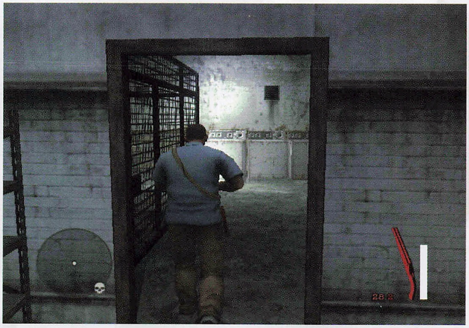
One more Watchdog appears after you defeat the previous two back-ups. This guy enters the courtyard through a doorway **[26].** Use the many planters and short-walls for cover as you work your way to the far side of the courtyard. Pop up from cover during lapses in gunfire. Take all dropped weapons, but don't swap the Pliers for the Handguns just yet. Enter a nearby door **[26]** to reach another Checkpoint. Find the **Medicine [D]** on the shelf in the first room. On the Wii version, you can also find **Medicine [F]** near a park bench behind the short-wall closest to door by the Checkpoint **[26]**.





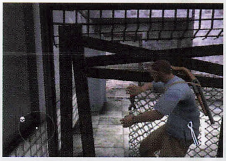
Building Two

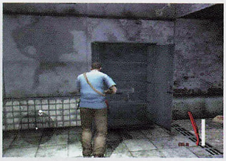
There are three exits in the Checkpoint/Medicine room: the door you just entered, another one on the left that leads to the rest of the building, and a third on the right that takes you to the Laundry Room with a hidden **Uzi**.



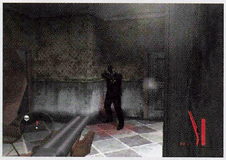
Getting the Hidden Uzi

Follow the passage on the right to the third room. Enter the cage on the left and use the Pliers to cut open the section of cage near the wall and facing the locker. Crawl through the hole and open the locker to find the **Uzi**. Enter the next room to score some **Uzi Ammo** in the lockers. You can shoot the lock from the doors in this room, but the hunter will be behind this locked door if you did not kill him in the room beside the Checkpoint/Medicine Room.





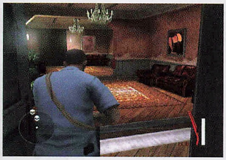
Finding Judy in Building Two

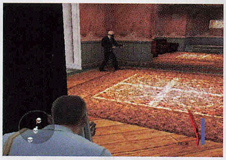


Return to the Checkpoint/Medicine room, then slowly push open the left door and blow away the Watchdog using the Shotgun. Remember, Shotguns are ideal for close-range battle. Select the Uzi for the shooting you'll be doing inside this building.

EE: Fire Extinguisher

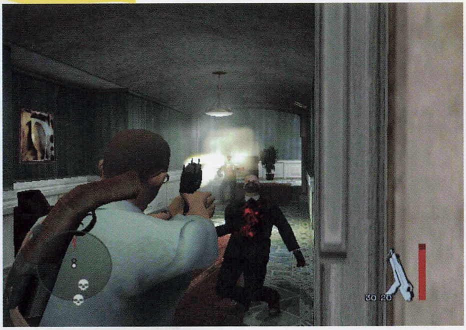
Enter the next room and notice the fire extinguisher on the edge of the protruding wall on your right. Enter the next hallway until you spot an enemy with your eyes or on the radar. Head back and knock on the wall near the fire extinguisher, then run across the room to the shadow and wait for the Watchdog to inspect. Creep up from behind and execute him with the extinguisher.



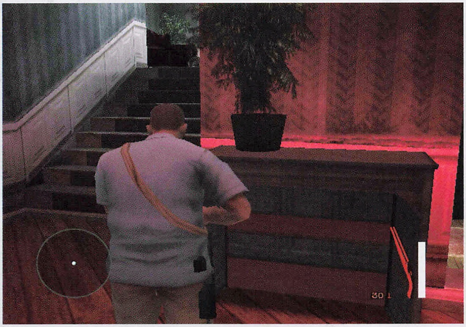


Down the Next Hallway

Entering the blue hallway from the EE fire extinguisher room awakens a couple of Watchdogs around the next corner. Run back to the extinguisher room and hug the edge of the large, open doorway to the hallway and knock. Watch the radar and equip the Uzi. When the hunters approach, Swing Out and shoot them. Take the Watchdog's weapons, but leave the Handgun, since you would have to swap it for the Uzi. On the Wii, **Medicine** you can find in front of the couch as you enter this hallway near the fire extinguisher.



Find the stairs at the end of the hall and search for **Medicine** by the stairs. On the Wii, there's **Uzi Ammo** in the cabinet near the stairs. Take the stairs up to the second floor landing. The cabinet on the landing contains **Uzi Ammo**. Continue up the stairs. The next landing's cabinet contains a **Medicine** bottle. On the Wii, this cabinet contains more **Uzi Ammo**. Continue up the last flight of stairs to the third floor.



Third Floor

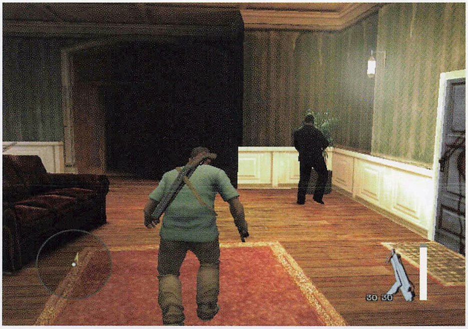
With the Uzi selected, Wall Squash against the wall facing the stairs and strafe to the corner. Peek around and spot your targets. There are three Watchdogs down the hall behind cover. Swing Out and shoot the closest enemy. Take short burst shots at two distant enemies at the end of the hall. If it takes too much ammo for you to kill them, make a dash for the sheet-covered crate that the closest enemy was using for cover. Squash against it, then pop up and shoot the remaining Watchdogs when they reload. On the Wii, there's **Medicine** next to this sheet-covered crate.

[redacted]

Judy Sighting

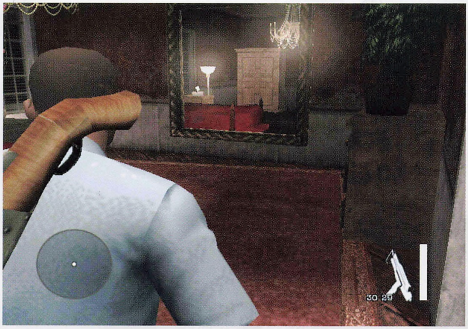
Enter the burnt out room to the left in this hallway and find the **Uzi Ammo** in the top drawer and **Medicine** at the end of the dark hallway. Head back out into the hallway and proceed to the next area. A cinematic shows Judy enter a room through a door with a star and a dancer painted on it. A Watchdog is seen approaching from the right. This area is one continuous hallway around a center room. Run back into the previous hallway and take cover so you are not surrounded. There are three Watchdogs in this area. Shoot the first and then go back in the circular hallway. Use objects for cover and corners for Swing Out shooting to kill the second Watchdog.

The third Watchdog guards the painted door and is reluctant to leave his post. He keeps his back to the left side of the hallway for a long time, so sneak up from the right hallway and execute him.



Star Dancer Room

Enter the next room through the painted doorway and find **Medicine** in the large corner curio cabinet. On the Wii this is **Handgun Ammo**. Break or shoot the mirror and climb into the next room behind it. Crawl through the duct in the back corner to access an elevator shaft.



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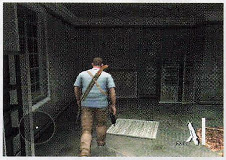
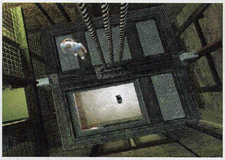
Elevator Shaft

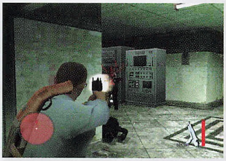
Climb atop the generator on the right, then continue into the shaft to get on top of the elevator itself. In a cinematic, you hear Judy talking to Pickman on a cell phone. Drop into the elevator through the access door to reach another Checkpoint.

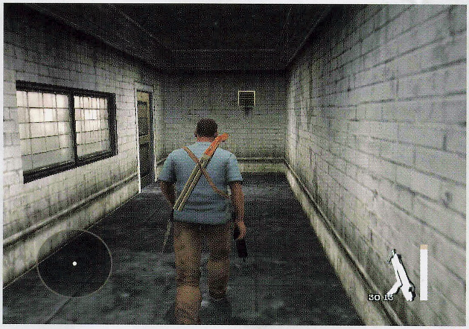




Second Floor

You have just enough time to walk out of the elevator and hug the left wall corner before a Watchdog rounds that same bend. If you're playing the Wii version, you may opt to remain in the elevator and prepare for a free-aim headshot as the enemies enter your view. Shoot and kill the first Watchdog, along with the next one who's right on his heels. Walk up the stairwell in the next room and follow the hallway to the roof access door. A cinematic reveals Judy's violent end as a rooftop sniper guns her down before she can tell you anything except not to trust anybody. The ringing gunshots trigger another flashback.





DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
Est. 1932

ASSASSINATION

[redacted]

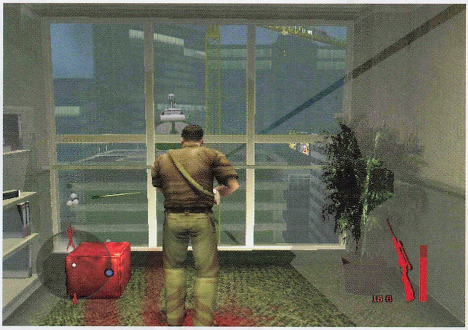
Execute Your Escape Plan

The sound of Judy getting sniped off the rooftop in the last mission sends Danny into a flashback. This mission is a flashback to six years earlier. Danny—holding a sniper rifle—and Leo look out a high-rise office window. They peer down at Project soldiers gathering around a Project director Danny just dropped. The helicopters swarm as troops infiltrate the building in search of the assassin. You play as Leo in this mission.

Gain Access to the Roof

Your first Checkpoint is not secured until you reach a second rooftop area. You'll probably repeat this first challenge multiple times until you get it right, but this guide is here to help minimize your frustration.

As Leo, run from the window as quickly as possible to avoid the helicopter attack. There's **Medicine** in the locker near the doorway and a **Can** lure on the desk in this room. On the Wii, you start with a **Sniper Rifle** and a **Handgun**. There's also **Medicine** and **Handgun ammo** in the locker. Avoid making noise when retrieving the can. You should attract the soldiers in the next room only when you are ready to do so.



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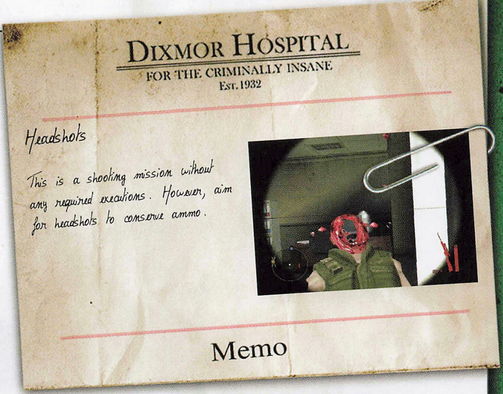


DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
EST. 1932

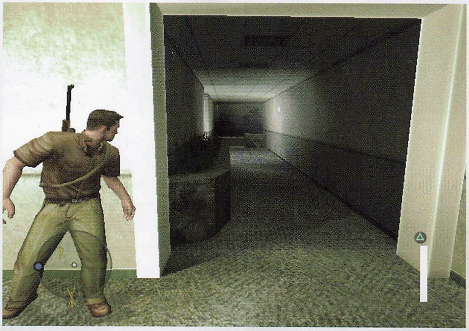
Headshots

This is a shooting mission without any required executions. However, aim for headshots to conserve ammo.

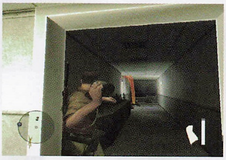
Memo

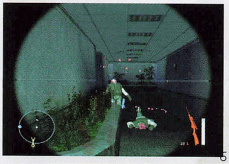
First Hallway

Exit the first office and walk up to the next hallway. There are three ways to lure two soldiers out into the hallway for an ambush: You can accidentally make noise in the first office at the start of the mission, snipe out the distant hallway light on the right wall, or throw a can down the hallway.



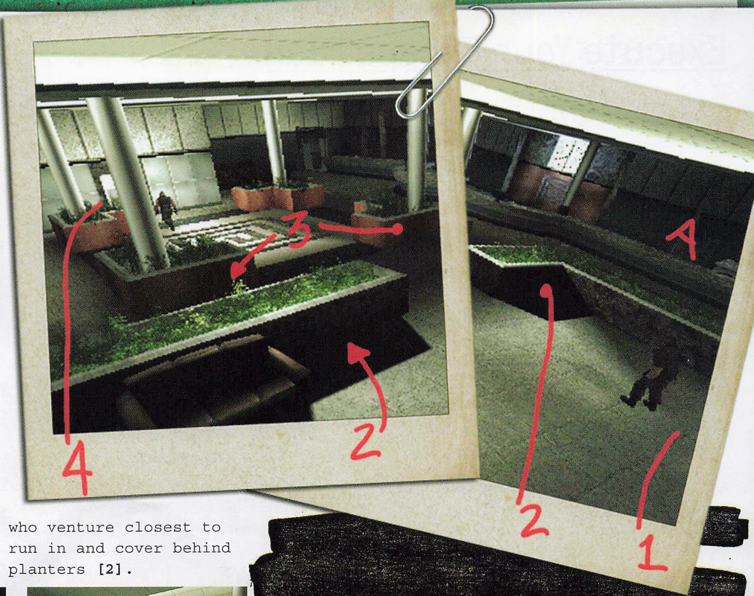
No matter which option you choose, you must stay close to the corner and bring the sniper scope to your eye. Zoom in and be ready for two soldiers to come rushing into the hallway through the large room on the left. Try for headshots on each kill. With those two out of the way, quickly advance down the hallway, pick up **SMG** or the **Handgun** the soldiers dropped, and Wall Squash next to the doorway.

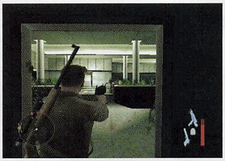


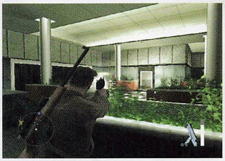


Lobby Battle

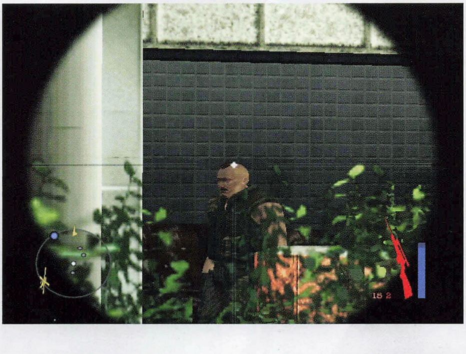
This shooting alerts four guards from a distant office to file into the lobby. You can Swing Out and shoot around the doorway from the hallway using the Handgun (better for mid- to long-range), the SMG (suited for mid-range), or the sniper rifle (best for long-range). Try using the handgun until it's empty, then pick up the SMG. The sniper rifle is safer to use when there are fewer soldiers in the lobby. To conserve ammo, blast the two soldiers who venture closest to your doorway **[1]**, then run in and cover behind one of the first set of planters **[2]**.







If the remaining two soldiers—who hide further back in the room—are still hidden, move up to the support beam planters **[3]** and use the sniper rifle. Collect their weapons and choose SMG over handguns. Find the **Medicine** in the locker **[A]** behind the counter, then enter the back hallway **[4]** and proceed into the next office.



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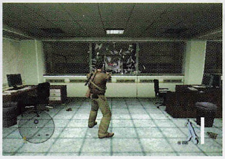
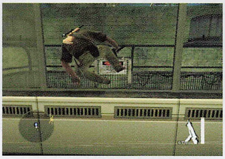
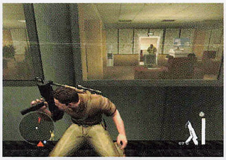
Window Washing Lift Challenge

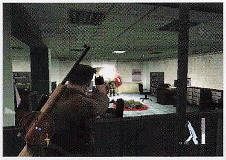
Shoot or break out the window along the back wall in the office and climb out to the window washing lift. Press the button on the lift to rise to the next floor, which is almost an identical office to the one you just left. As soon as the lift rises, move to the middle of the wall so that the main beam that divides the window is at your back. Wall Squash and wait for the two soldiers on the next floor to appear.



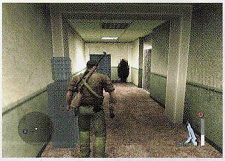


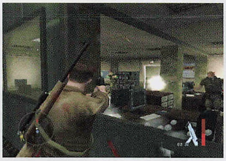
Scoot to one side of the beam and Swing Out over the window ledge, then shoot through the window at one of the soldiers. The main window divider should protect you from the second soldier's attack. If you can't see him, he can't hit you (this mostly applies to the next floor up; the enemies begin on opposite sides of the office). Next, shimmy along the short wall to the other side of the beam and shoot the other soldier.





Jump into the room, collect SMGs from the fallen soldiers, then enter the connecting hallway and check the locker for **Medicine** and **SMG Ammo**. Return to the lift and head up to the next floor. Use the same tactics. On the Wii, the next floor's ammo cabinet contains **Sniper Rifle Ammo**. There's also an **SMG** near the end of the hallway.

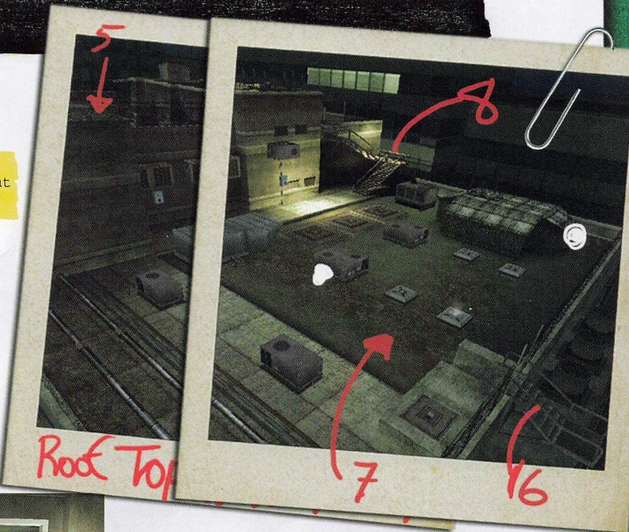




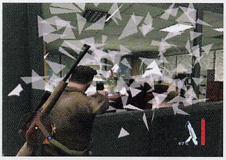
Locate the Escape Point

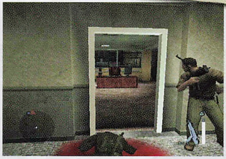
Third Floor & Sniper Ambush

This next area is different on the Wii, so read the following as preparation but check out the note for any differences.

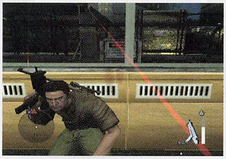


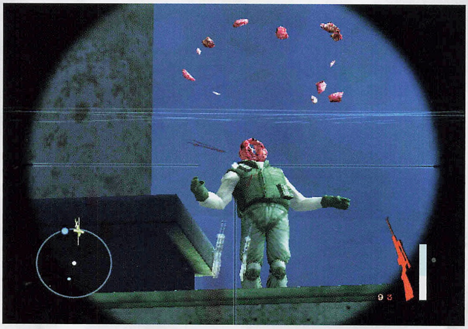
The third and final floor is guarded by only one soldier. However, there is a sniper **[6]** on a distant rooftop that begins firing from behind. He's backed up by a soldier with an SMG and one with a Colt Commando. You must immediately shoot through the office window and gun down the soldier inside the office while heading for the hallway to get out of the sniper's line of sight. There is some **Medicine** on the right side of the office.





When you're ready, run back from the hallway to the window in front of the lift switch and duck down. Notice the sniper's laser sight searching the room through the window? With the sniper rifle equipped, quickly pop up, zoom in to the distant rooftop, and try for a headshot **[6]**. Any other hit requires two shots, and you may not withstand the health loss if he shoots you in between shots.



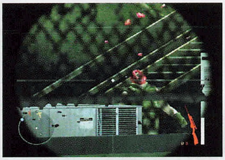


Wii Sniper Difference

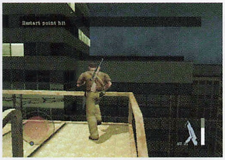
On the Wii version, there is no soldier on the top floor but the rooftop Sniper is located on a high distant rooftop **[5]**. So break the window, leap into the room, and take cover below the broken window. Continue with the aforementioned shooting strategy. You can also find an **SMG** on the nearest desktop near the lift control.

Wii More Ammo

Since the Wii version features an added challenge due to the lack of auto-aim, the developers were gracious enough to place more ammo power-ups. Look for the yellow dots on our maps to find the Wii-exclusive Medicine, Weapons, and Ammo power-ups. There is an **SMG [6]** and some **SMG ammo [7]** on the sniper rooftop.



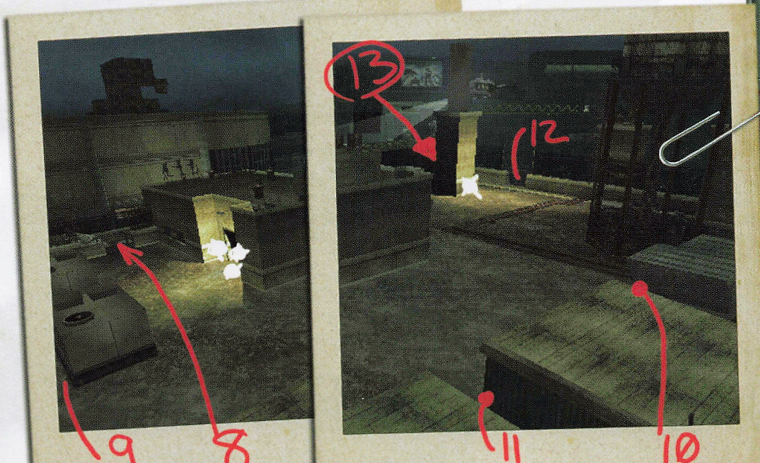
Look over the edge of the window and locate the remaining soldiers through your sniper scope. You can pick off all of them from your window position. Shoot the sniper first (you can shoot through the fence between the lift and the rooftop), then shoot the others who are at a distance.



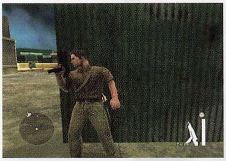
Jump back through the window, cross the lift, access the rooftop, and head up the stairs **[8]** from which the soldiers descended. A Checkpoint is reached when you run up these stairs.

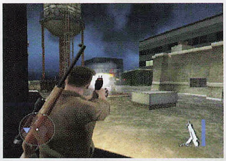
Water Tower Rooftop

There are three soldiers on the water tower rooftop. From the stairs **[8]**, walk to the right around and behind the large condenser units and stop at the far edge of the second one **[9]**. Eliminate the sniper near the water tower **[10]**, then switch to the SMG and blow away the soldier who comes running from the same general area.



Move toward the large green buildings on your right and, from the corner of one of them **[11]**, snipe the soldier near the rooftop exit **[12]**. Collect weapons and move to the exit **[12]**. Before leaving, quickly move into the shadows to the left and turn back toward the way you came. Use the SMG to blast the two approaching soldiers.





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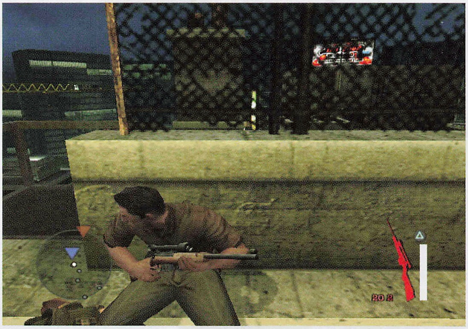
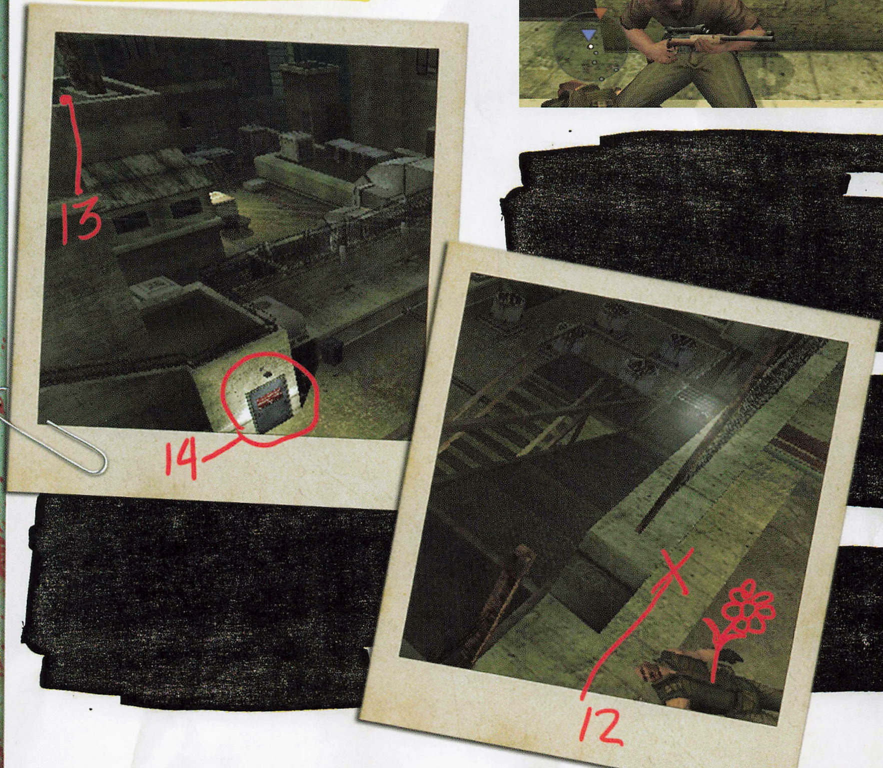
Snipe the Sniper

Crouch down behind the exit wall **[12]** and search through your scope for the sniper **[13]** (he's beyond the fence two rooftops away). Look for the orange rectangle on your radar to locate the general direction. Strafe to the right along the wall until you get a clear shot. Peg him, then make your way down the stairs. Enter the roof access door **[14]** on the lower rooftop to reach a Checkpoint. On the Wii, look for an Uzi to the right of the stairway access door.





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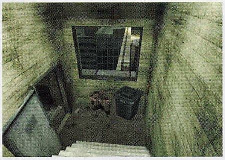
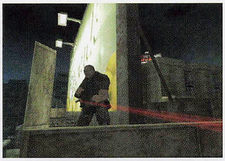
Escape Plan Compromised

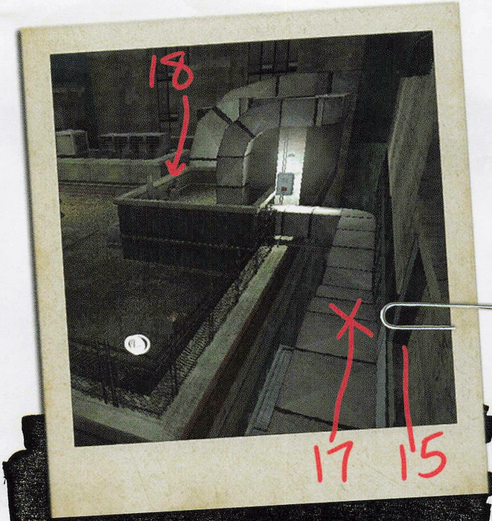
Avoid Capture and Locate a New Escape Route

Crouch down below the large, open window **[15]** at the bottom of the roof access stairs. A sniper **[16]** is perched on a distant billboard catwalk. Pop up, then zoom in on him and take the shot.





On the Wii, there's **SMG Ammo** in the connecting hallway with the locker. The Ammo is behind a small plant, not in the locker. On the PS2 version, there is **Medicine** in this locker. Crawl out of the window onto the narrow ductwork **[17]** and follow it to the right until you reach the next rooftop. Quickly duck under the short wall **[18]** to avoid more sniper attacks from a distant rooftop.



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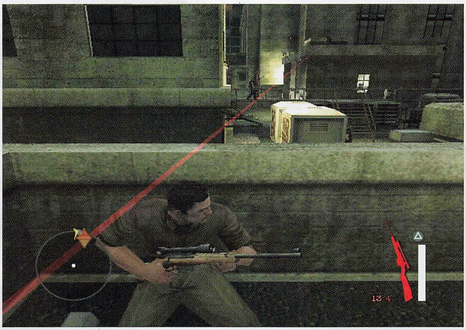

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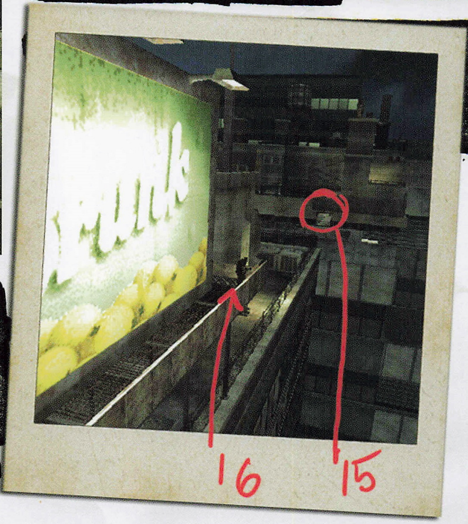
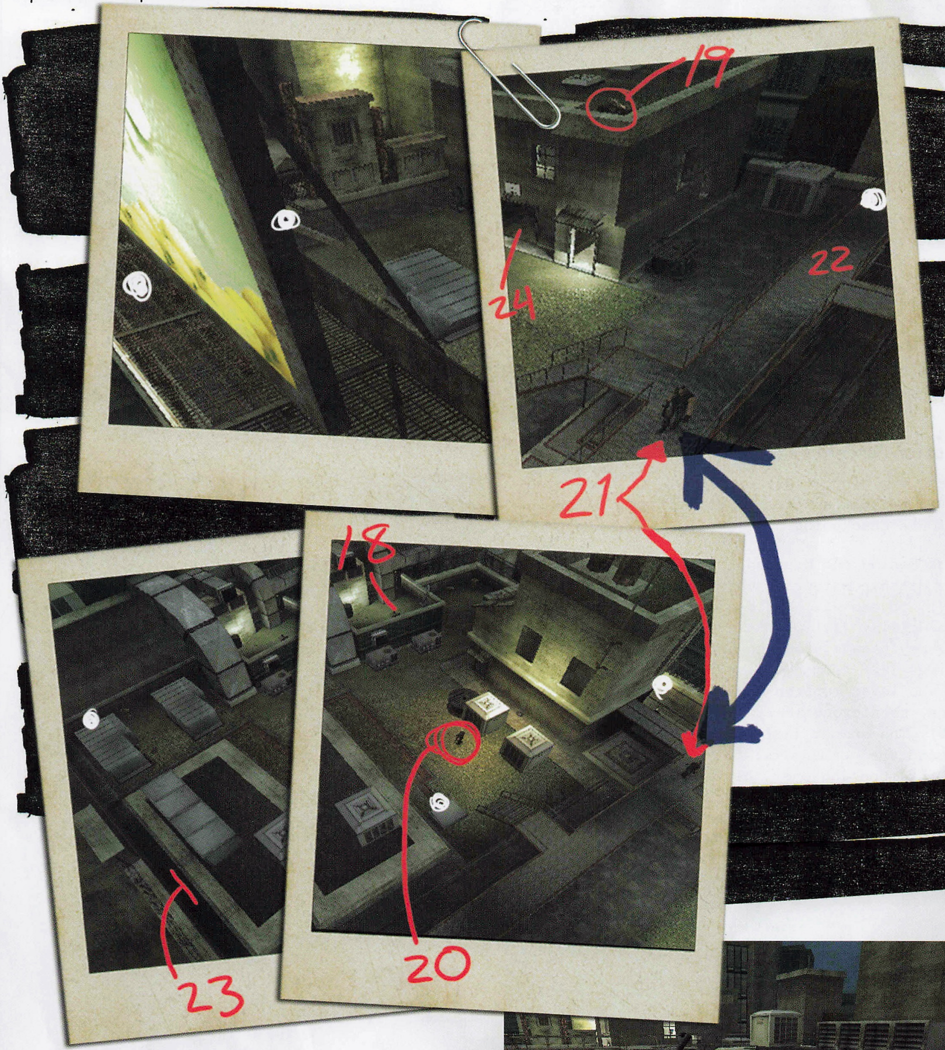
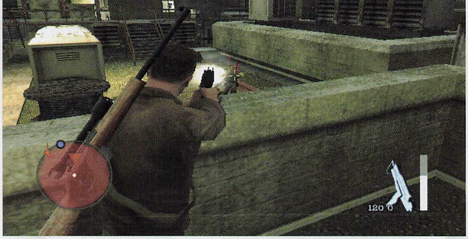




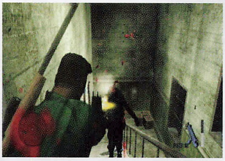


Pop up over the short wall **[18]** with your sniper rifle selected, then zoom in and shoot the distant rooftop sniper **[19]**. Two other soldiers in the next area fire with their SMGs. Switch to your SMG, then pop over the wall and shoot the closest soldier **[20]**. Another foe quickly replaces his position; shoot him, then snipe the distant soldier **[21]** on the catwalk.

Switch to the SMG again and jump down to the lower rooftop. On the Wii, there is **Medicine** in the corner of the lower rooftop if you jump over the wall to the left. Three more soldiers are deployed near the catwalk **[22]**. One soldier patrols the catwalk while two others monitor the ground below. Use the obstacles for cover and to flank the soldiers. The narrow shaded alley **[23]** works nicely for this tactic, but don't get surrounded. With these three out of the way, collect any dropped weapons and enter the building **[24]** beyond the catwalk. Search the locker for **Medicine** and **Sniper ammo**. On the Wii, the locker inside the building contains **Medicine**.

Stairway Ambush!

The rooftop building has two entry points, that two soldiers use for ambush as you reach the top of the stairs inside. To counter this strategy, run to the top of the stairs, Wall Squash against the hallway wall, then Swing Out around the corner and shoot the two soldiers as they head up the stairs.



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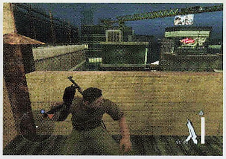
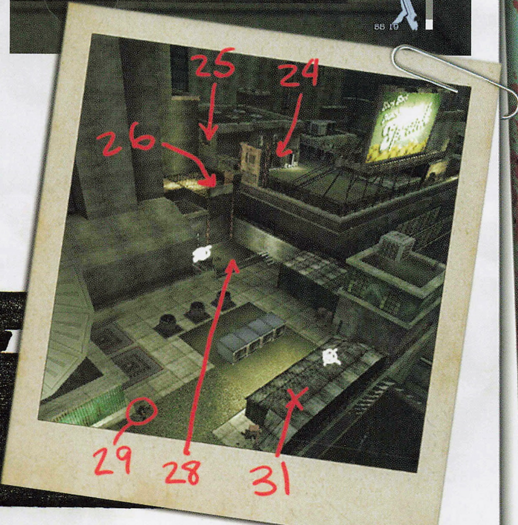
Rooftop Descent

Break the window **[25]** at the end of the second level hallway and leap onto another rooftop to reach a Checkpoint.

Duck behind the first short wall **[26]** and snipe the distant sniper on the billboard catwalk **[27]**. On the Wii, the second sniper **[29]** is in the doorway **[31]** of the greenhouse, making him an easy target. You can also snipe the distant sniper **[32]** from the same position. Jump down to the lower rooftop and again to the patio area, then crouch below the patio's short wall **[28]**. The sniper **[29]** on your rooftop has moved around the condensers; take him out with the SMG by shooting over the wall. Collect his sniper rifle. On the Wii, there's a **Plastic Bag** in this small patio area and an **Uzi** and **Uzi ammo** inside the greenhouse.





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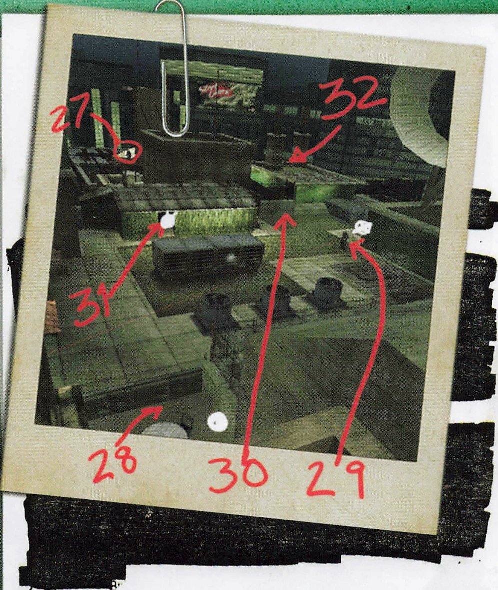
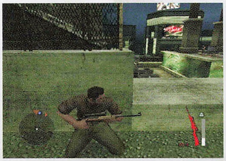
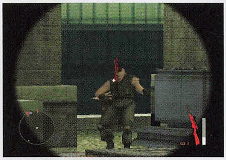
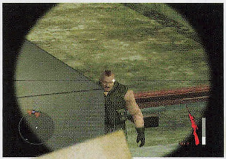




Run across the rooftop to the short wall to the right of the greenhouse. [30] Wall Squash and strafe to the right edge at the opening. If the helicopter gets a fix on you, retreat inside the greenhouse [31] and return when the coast is clear.

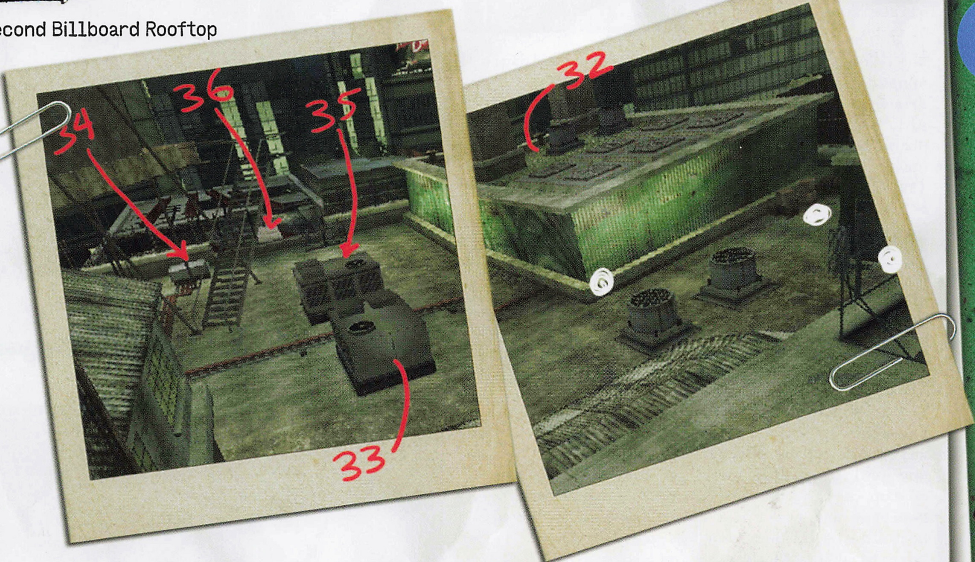


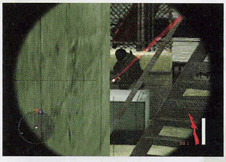
There are three enemies to snipe on the lower rooftop. First, shoot the sniper on the green building's rooftop [32].



Next, scope downward and shoot the soldier near the large, gray condenser [33].

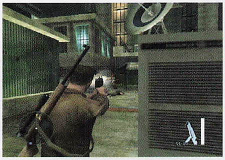
Second Billboard Rooftop

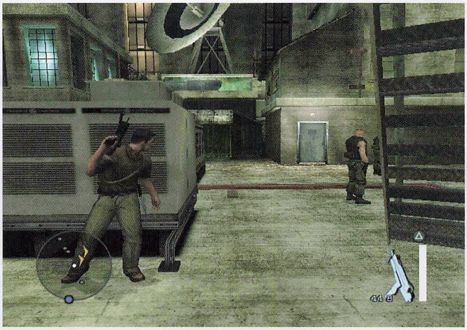




There's currently one more guy on the rooftop, at the far end beyond the billboard stairs covering and behind a small gray condenser **[34].** Stand up from the Wall Squash position and move gradually to the right until this guy's side is just barely visible. Raise your rifle and zoom in. If you can't see him, move just a little more. Plug him, then drop down to the rooftop. On the Wii, this soldier drops **Medicine**. There's also **Medicine** behind the small building in the back-right corner of this rooftop. Also, look for an **Uzi** near the corner of the main building. It's close to a **Medicine** and around the condenser [33].

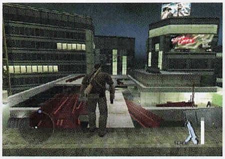
When you approach the area where the last gunman **[34]** was located, two soldiers drop down to the rooftop from the previous greenhouse rooftop area. Use the large condenser **[35]** for cover and shoot around the corner. After taking down one soldier, two more arrive from the same direction. Hold your ground and move from one corner of the condenser to the other to pick off all the soldiers.



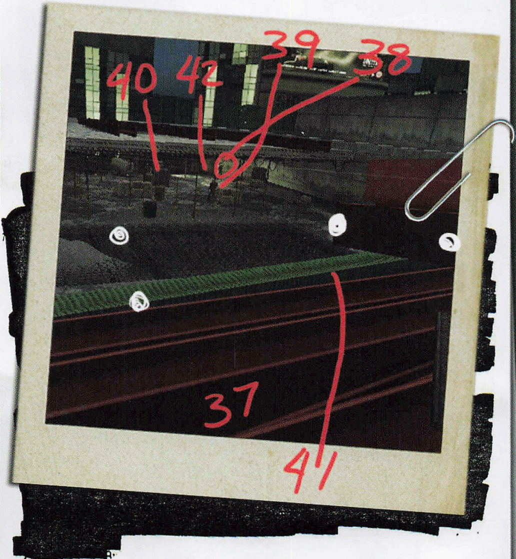


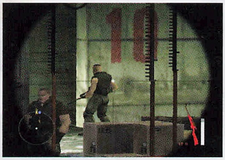
Walk the Plank

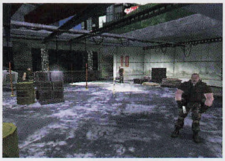
Walk out to the narrow, white ledge **[36]** and drop down to the slanted rooftop to the right, then cross the gap using the red girder as a bridge.



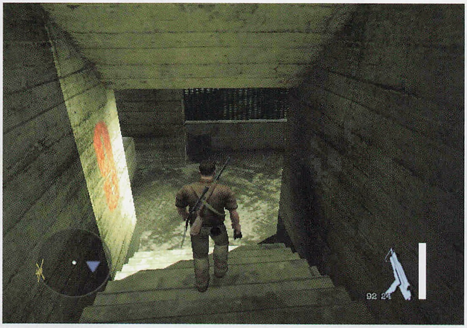
When you reach the next rooftop, four soldiers appear from the building's doorway. One is armed with a sniper rifle. Get to the back-left side **[37]** of the tall stack of red girders. Stand behind the highest girder to use it as cover. Shoot the sniper **[38]** first, then the foe **[39]** in the middle, and then the soldier **[40]** behind the crates.







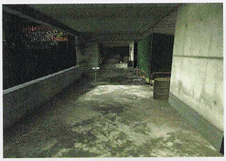
The fourth soldier is usually located between the stack of girders and the long, green divider wall. You can perform a jump execution on this guy **[41]** by jumping down off the girders and on top of him. On the Wii, this enemy drops **Medicine** and there's a **Power Saw** in this area between the girders and the green divider. There's also **SMG Ammo** on the right side of the "bridge" girder on the right side. Further to the right is a **Shovel** near the gravel pile. There's a **Sledgehammer** on the concrete wiring frame and an **SMG** at the end of the wire flooring. Enter the floor 10 exit **[42]** and head downstairs to the ninth level.

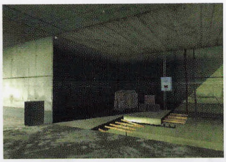


Get Down to Street Level

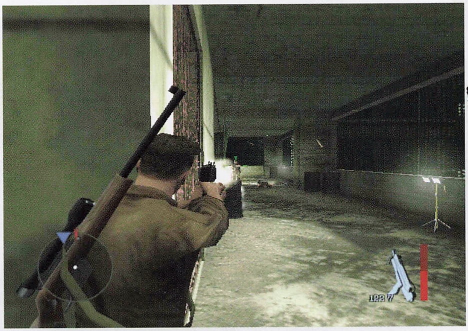
Ninth Floor

Walk to the end of the hall and find the **Medicine** and **SMG** ammo. Watch out for the two soldiers coming down the stairs from the tenth floor.

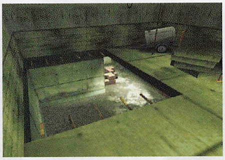




Wall Squash beside the future elevator shaft near the Medicine and Ammo power-ups. Swing Out and shoot the two distant soldiers with the SMG or the sniper rifle, then drop down into the hole in the floor to access the eighth floor.

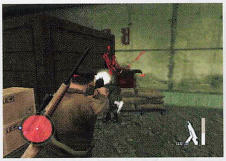


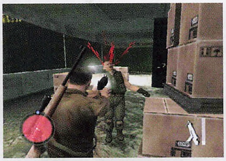
Eighth Floor



You reach a Checkpoint on the eighth floor. There's nothing but another hole in the floor on this level. In the Wii version, there's an **SMG** next to the hole. Look at the radar to find the two soldiers on the seventh level. Walk near the hole to see laser sights aiming upward. You can get in just the right position around the hole to shoot both enemies below and one of the soldiers who appears after killing one of the soldiers.

You can also perform a jump execution on the last guy to appear below the hole. There's one more soldier who hangs back from the hole no matter what you do. Use the tall stack of boxes as cover and swing out and nail 'em. One of these guys often drops a **Medicine** bottle. On the Wii, there is always a **Medicine** near the stairs and move **SMG Ammo** just before the closest crate to the stairs. Head downstairs to the seventh floor.





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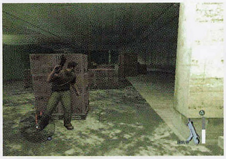
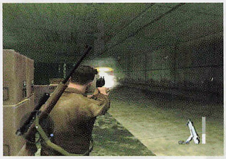
Seventh Floor

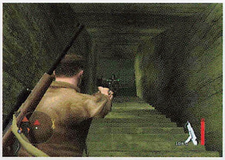
Head down the stairs and run behind the nearest stack of crates. Swing Out to the right and shoot the closest soldier, then Swing Out to the left and kill the other soldier behind the same row of crates. The soldier standing back the furthest is a sniper. You can choose to fight fire with fire or hit him with short bursts of Swing Out SMG attacks. There is **Medicine** at the far end of this room on the Wii version. Grab dropped weapons and ammo before heading down to the next level.

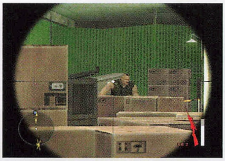




Sixth Floor

On the sixth floor, Wall Squash on the corner of the stairwell wall, then Swing Out and shoot the two soldiers further down the hall. These two are difficult to hit from this distance with the SMG, so try using the sniper rifle. On the Wii, **SMG Ammo** appears next to the first set of crates on this floor. Take their weapons and exit the building using the short stairs **[43]** on the left end of this level.





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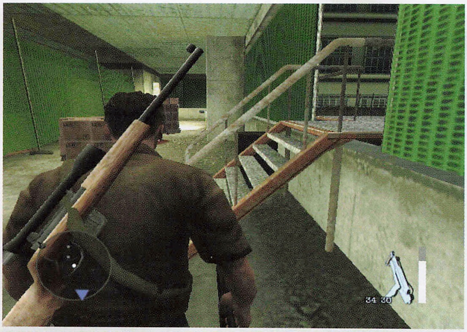

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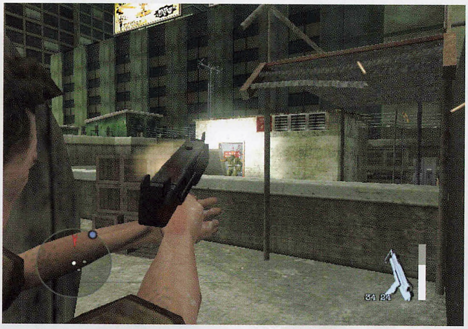
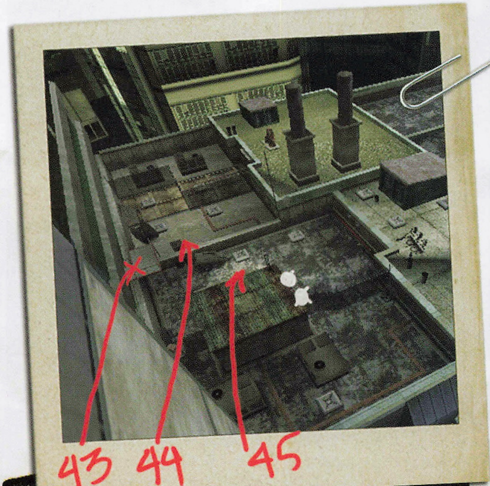
Fifth Floor Rooftop

As soon as you reach the bottom of the metal stairs **[43]**, run to the left side of the crates next to the short wall **[44]** under the stairs. Wall Squash, then pop up and shoot the soldier exiting the stair access structure **[45]** on the next rooftop. Hop over the short wall to reach a Checkpoint as you approach the small structure. There is **Medicine** and **SMG ammo** in the locker at the side of this building. Enter the covered stairwell **[45]** through the same door where the soldier just exited, then head downstairs.





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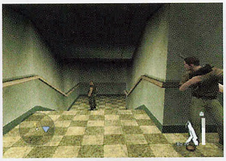
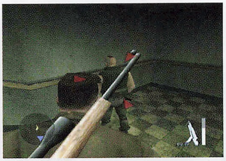
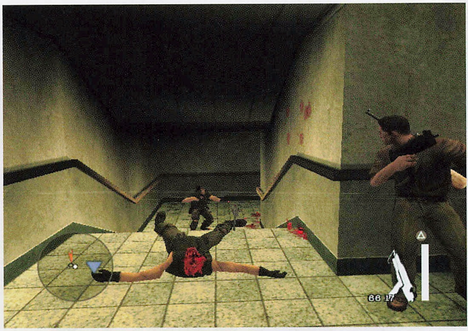
Reach the Street

Continue down a few flights of stairs, watching the radar for a single soldier on a landing below. He has his back to you, which means you can execute him. Head past the inoperable elevators and continue down the next set of stairs.

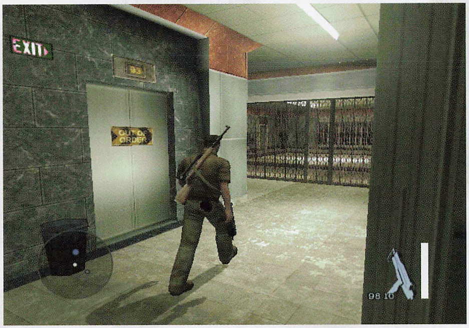




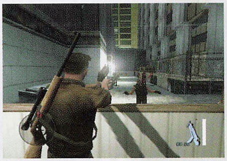
Another soldier on the next landing has his back to you. Execute him, then Wall Squash on the same corner to Swing Out and shoot a soldier from the first floor—this is where he stays if he doesn't hear anything.

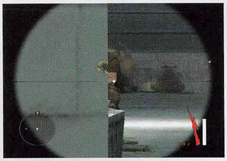


Head down to the ground level near more inoperable elevators and defeat the soldier if you haven't done so already. On the Wii, this enemy drops **Medicine**. There's also an **SMG** and **SMG Ammo** near the exit. Leave the building through a doorway around the corner.



Wall Squash against the short wall just outside the doorway with your left side pressed against the left wall to avoid the sniper's sights. Begin popping up and shooting soldiers down the alleyway. There are four regular soldiers and one sniper; tear them up with the SMG. The sniper hangs back and remains in position. Strafe to the right until you can just make out the side of his body around building's outcropping. Take him out with a sniper bullet.





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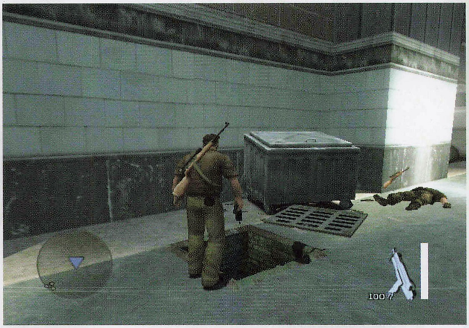
Drop down into the sewer near the sniper's body to complete the mission.



DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

MOST WANTED

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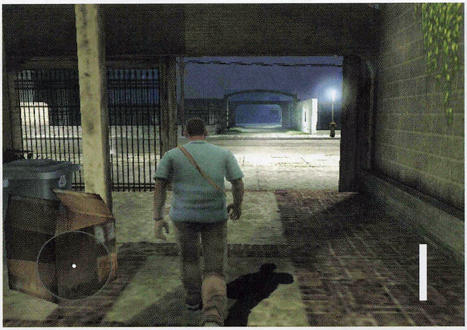
Meet up with Leo at the Train Yard

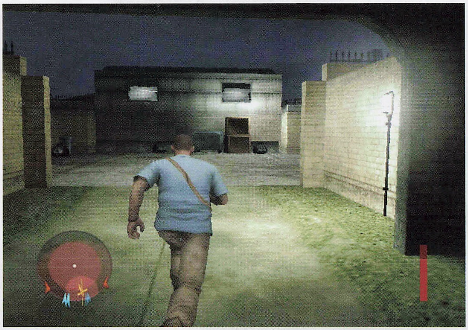
Danny jumps down into a sewer at the end of his assassin flashback, as he flees the scene of the brothel rooftop. The Project is hot on his heels.

Find a Place to Hide from the Project Mercenaries

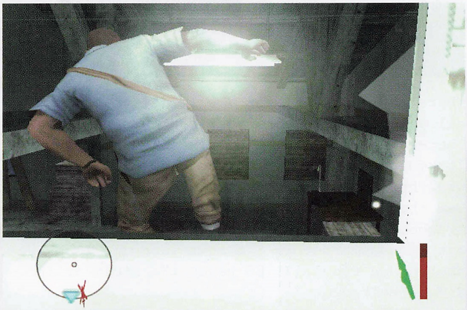
This mission takes place in a suburban neighborhood. Run toward the alley across the street. A short cinematic shows bounty hunters and Project soldiers closing in from both sides. There's nowhere to go except through the alley ahead.



Run through the alley and don't stop until you reach the end near the dumpster and crates. Climb up the crates and smash the window (if the helicopter doesn't put a bullet through it first). This creates a **Glass Shard**. Quickly enter the building.



Find a Backdoor Way Out of the Joinery



Find the **Crowbar** on a table in the back-right corner as you enter through the window. Walk to the left side of the room and use the Crowbar to break the lock on the crawlspace hatch on the floor. Climb in, then duck down and crawl through.

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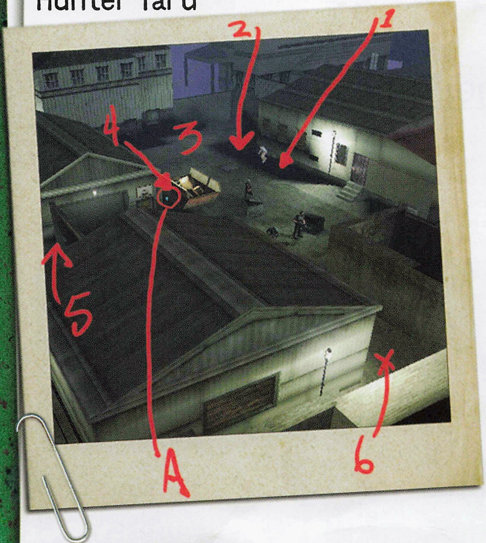
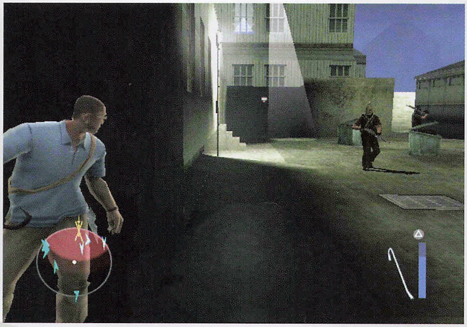
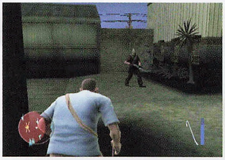
Go to the Storm Drain Behind the Yard

Hunter Yard



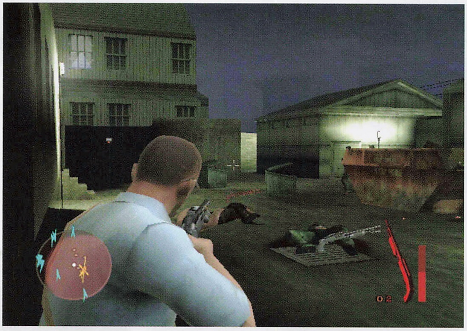
There are a couple windows inside the crawlspace, but an opening at the furthest end **[1]** allows you to access the heavily guarded yard. You exit into a shadow **[2]**, so you're safe for the moment. Besides the patrolling, shotgun-toting hunters, there's also a helicopter with a bright spotlight patrolling the skies above. This helicopter lights up the shadowy areas of the yard in a counterclockwise direction. It won't be long until it shines in the shadow currently keeping you hidden. Crawl back into the crawlspace just far and long enough to avoid the spotlight, then crawl back out. Move to the right side of the building, following the shadow.





There's a large brick wall in this corner. The nearby patrolling hunter stops in this area **[3]**. As soon as he turns his back and walks away, execute him with the Glass Shard or Crowbar and take his **Uzi**. The enemies are armed with either Uzis or Shotguns in this area. Be careful; a helicopter and extra hunters come to investigate when you kill a hunter in the yard.

Your next move depends on where the helicopter spotlight is shining. If you performed the previous tasks correctly, you still have time to return to your previous shadowy corner **[2]**. Wall Squash against the corner and defeat the three other hunters in the yard. Another good place to use for cover is behind the dumpster **[4]**, where you can also find a **Plastic Bag [A]**.

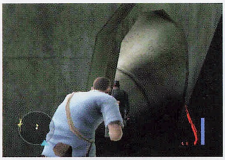


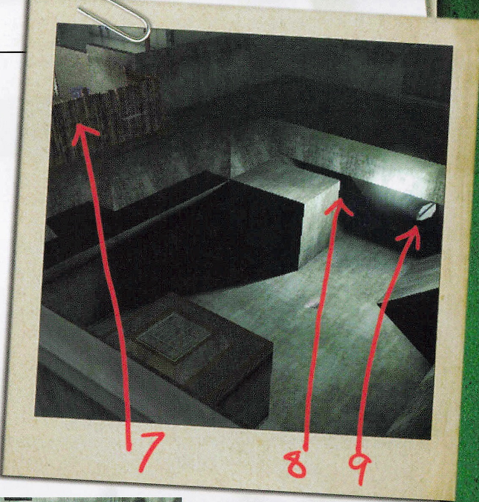
There's a shortcut over a wall **[5]** to the back alley; or you can take the scenic route **[6]**. There's a hunter in this back alley guarding the locked gate. Just run up and blow him away or use the shadowy corners to lure and execute him. Use the Crowbar to break the chain on the gate or shoot the lock off using any firearm. Climb onto the dumpster in the next yard and leap over the wooden fence **[7]** to reach the storm drain and a Checkpoint.

Follow the Storm Drain

Storm Drain: Section 1

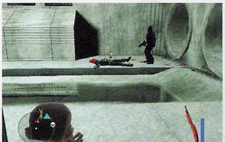
In the storm drain, quickly head to the shadow [8] on the left of the exit pipe [9] before the helicopter gets a fix on you. Two hunters soon leap over the fence [7] and enter the storm drain shortly after you arrive. While remaining in the shadows, shoot them before they enter the pipe. One of these two usually drops **Medicine** and one or both of them usually have **SMGs**. Trade the Crowbar for the SMGs. If you kill the hunters in this area with guns, their replacements will have torch shotguns; if you execute them with melee tactics, they'll carry Uzis. If you don't kill them, they head through the pipe [9] to the next area.





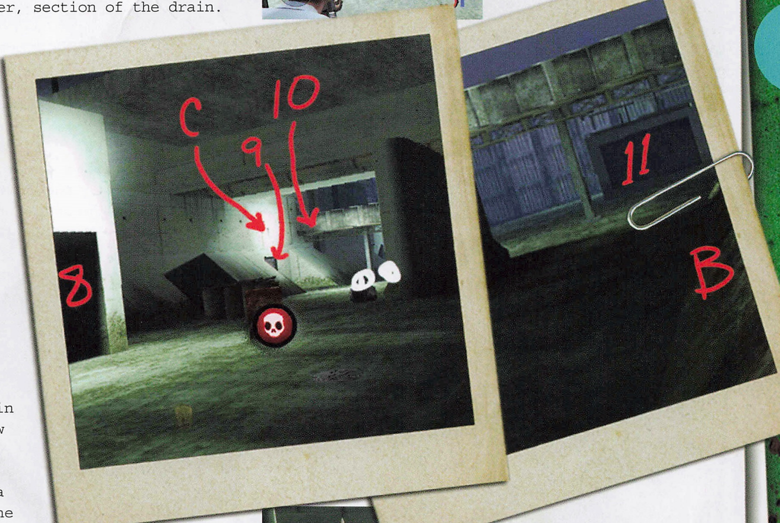
Storm Drain: Section 2

There's a **Plastic Bag** in the left corner as you enter this section. Head through the pipe and enter the third, and much larger, section of the drain.



Storm Drain: Section 3

Quickly run into the dark nook [8] on the left. Notice the barrel in front of the nook. This is an EE object. Knock on the wall in the shadows or throw a lure. Two hunters appear from deeper within the storm drain and another pair enters through the pipe you just came through. Allow them to approach in an unaware state (yellow arrows on the radar). Three guards will hang around the far left area below the catwalk and one usually approaches the barrel. If you want to complete the EE, take the risk and execute the one hanging around the barrel the first chance you get, then run back to a shadow [8] for cover.

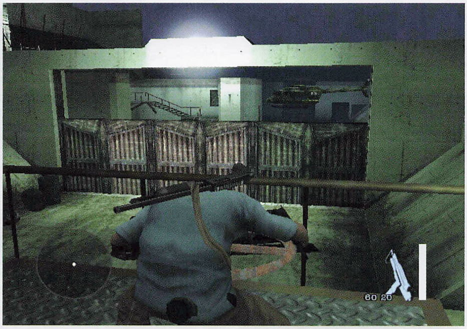


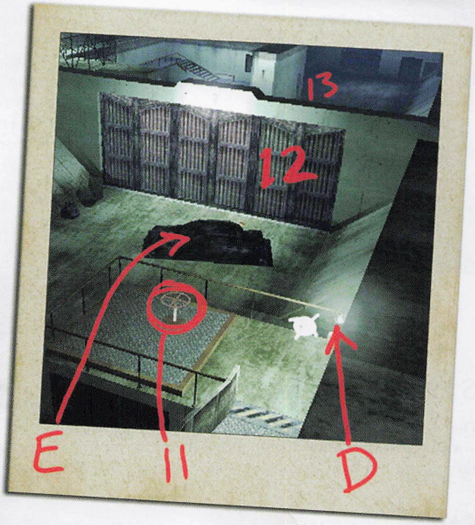
Perform Swing Outs with the SMG or allow them to get close and use the Shotgun. There's a **Plastic Bag [B]** located in the nook beside the support beam—another execution option for the remaining hunter. On the Wii, there's an **SMG** and **SMG Ammo** on one side of the center support beam.

[redacted]

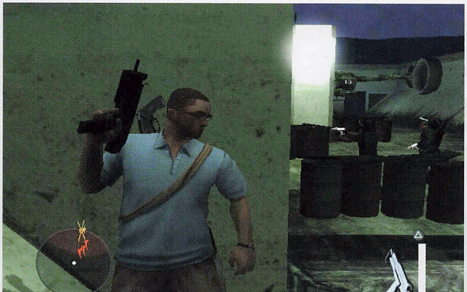
Lowering The Dam

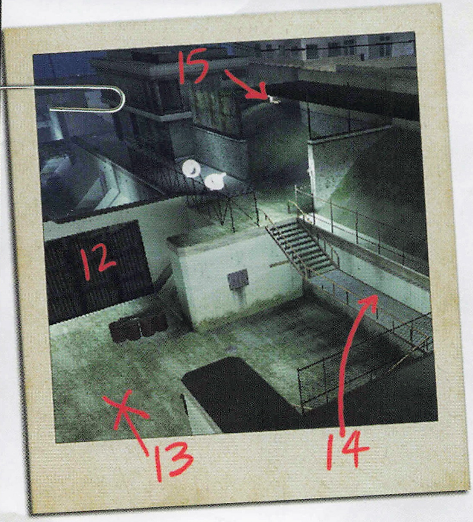
Enter the doorway **[9]** and head upstairs to reach the exterior catwalk **[10]**. Before you exit the stairwell, open the lockers on the landing to find **Handgun Ammo [C]** or **Medicine** (these items spawn randomly). Exit the top door and follow the catwalk around to the dam control wheel **[11]**. Press the Use button a few times to turn the wheel and lower the dam **[12]** as far down as possible.





Leap over the rail of the dam wheel structure and find the bottle of **Medicine [D]** in a nearby corner. On the Wii, there is also a **Shotgun** in the nook with the Medicine. Run to the lowered dam and use it for cover. It's best to stay in the area between the burned out car and the dam to provide protection from both sides. Find the **Heavy Handgun [E]** and **Handgun Ammo** in the same area.

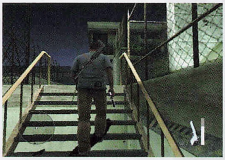


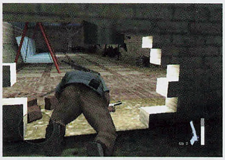


The helicopter on the other side of the dam drops three hunters, followed by an additional two after you mow down a couple of them. They take cover behind barrels **[13]**. As soon as you start this gunfight, watch your radar for a single hunter on your side of the dam attempting an ambush. Quickly pivot around and gun him down, then return to your shootout on the other side of the dam. You could also run back to your nook shadow **[8]** and set up for the Barrel EE if you missed the opportunity earlier.

Once the area is cleared, hop over the dam and retire the SMG for the Heavy Handguns—don't forget about the one near the car. If you have plenty of SMG ammo, then stick with the SMG.

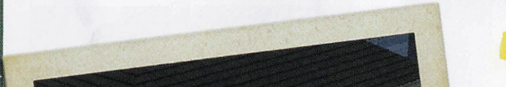
If you walk past the staircase wall, a surprise attacker will drop down. The reward for defeating him is the **Uzi ammo** in the stairwell. On the Wii, you'll find **Handgun Ammo** back in a dark corner behind the staircase. Climb the staircase **[14]** and then the hill to the right. On the Wii, you can find a **Shotgun** and **SMG Ammo** if you continue to follow the sidewalk toward the dam. Crawl through the hole **[15]** in the brick wall to reach another suburban neighborhood and a Checkpoint.





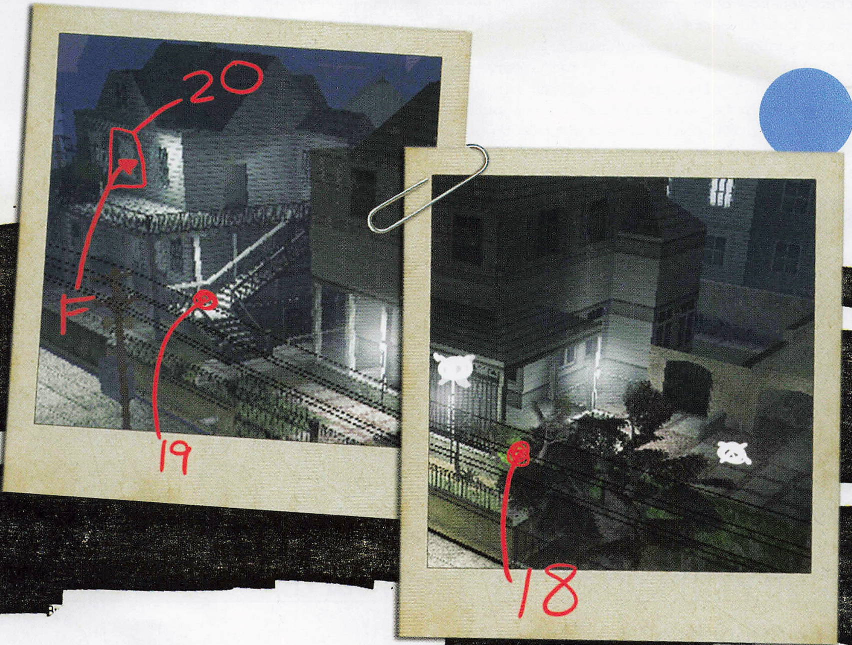
Meet up with Leo at the Train Yard

Another Suburban Neighborhood



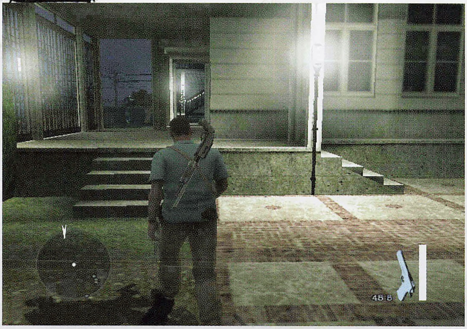
After crawling out of the brick wall **[15]**, run to the nearest corner **[16]** of the house. On the Wii, you can find a **Power Saw** here. Run to the next corner **[17]** and wait for three bloodhounds to investigate the sound. Swing Out and shoot them, then collect their weapons. Two more hunters may spawn after you kill the first three enemies.

Access a Higher Level to Scout the Area

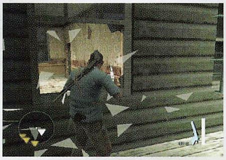


Front Yards

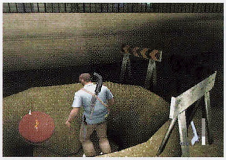
You can make your stand with the bloodhounds in the neighbor's front yard using his porch **[18]** for cover. Crouch down at the porch and shoot over it to defeat the front yard hunters. On the Wii, you can find a **Shotgun** near this area and some **Medicine** in the nook near the middle house's front door.



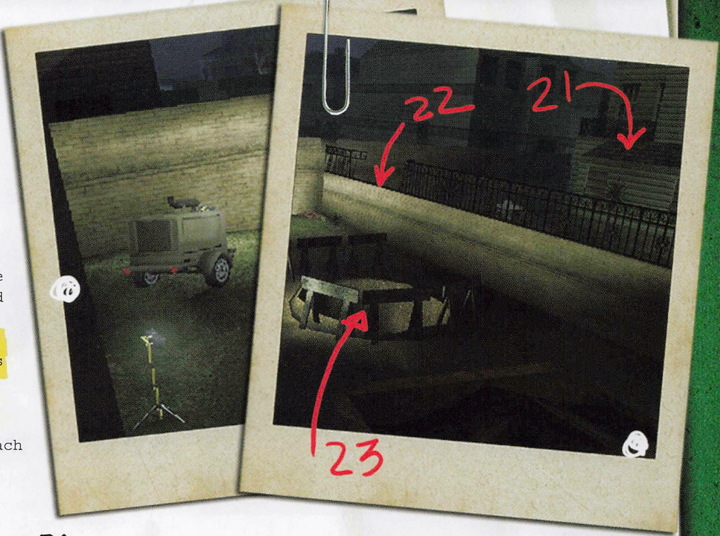
Head across the neighbor's porch to reach the third house. Climb the stairs **[19]** to the top floor and follow the balcony around to the breakable window **[20]**. Break the window, enter the hallway, find **Medicine** to the right, and break another window at the end of the hallway. On the Wii, there is **Shotgun ammo** in the hallway. Exit onto the rooftop to view a cinematic with a helicopter.



Lose the Helicopter

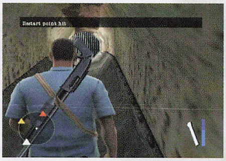


Jump off the rooftop **[21]**, then climb over the fence **[22]** and quickly drop into the hole **[23]** in the next yard to avoid the helicopter's attack. On the Wii, you can find **Medicine** in the back-right nook of this yard and a **Shotgun** behind the rusty bin on the left side of the property. Duck down and crawl through the sewer to reach another Checkpoint.



Follow the Sewer Pipe

Follow the sewer to its end and take a right into a small nook with a ledge and a ladder. Climb the short ledge and then exit the sewer **[24]**. You'll find yourself inside a service garage with a patrolling Watchdog.



Find a Way Into the Train Yard

Service Garage

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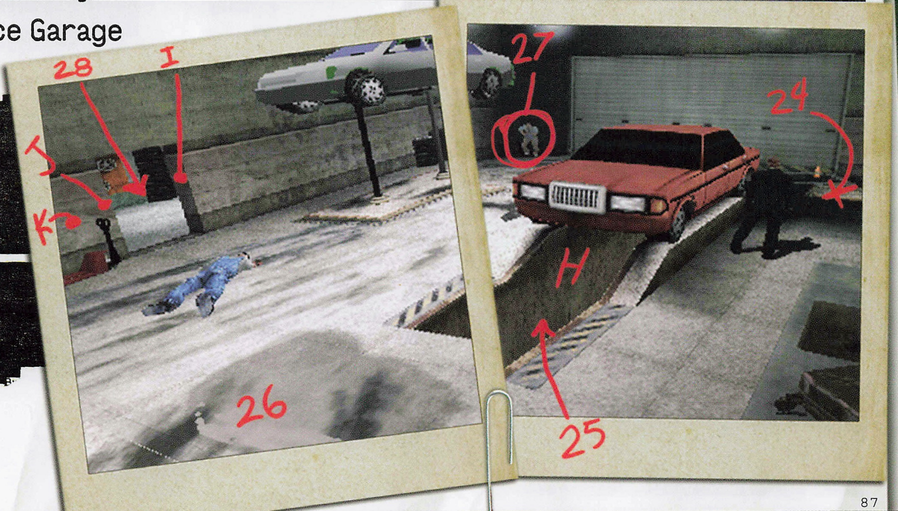
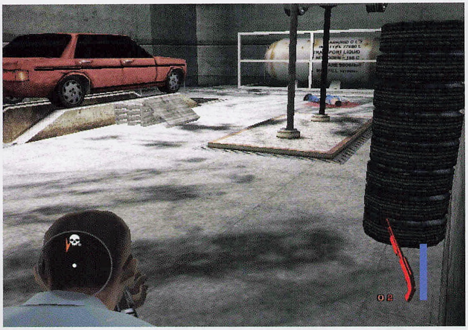


The sewer **[24]** is in the back-left corner of the garage. The Watchdog patrols the front-left area and the trench **[25]** under the nearby lifted car. A **Crowbar [H]** is located in the trench. Take a few steps toward the car to enter a shadow. Notice the EE symbol on the radar. The EE is a gas puddle **[26]** near the propane tank on the other side of the garage.



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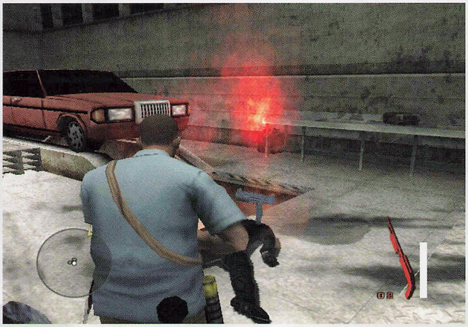
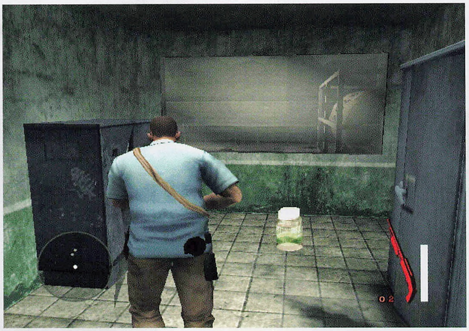
Find the **Bottle** [G] (not available on the Wii) near the sewer—you may need this. When the Watchdog is looking away, enter the corner shadow **[27]** near the tire stack. The Watchdog eventually patrols near the tire stack and then walks past the locker room **[28]** before continuing around the perimeter of the garage. This is your chance to follow him and use the Gas Puddle for an execution. To hasten this process, lure him to the tire area with the bottle (not available on the Wii) while hiding in the corner shadow. It's wise to avoid being detected by the Watchdog as this spares you from the ensuing hunters.



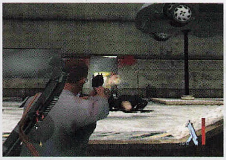
Open the lockers (**[I]**, **[J]**, **[K]**) in the next room to find randomly spawning **Medicine** and **Ammo**.

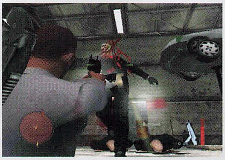


Battle for the Train Yard

As you exit the garage through the locker rooms, a cinematic shows a small army of Watchdogs deployed to the side lot who attempt to bar entrance into the train yard. Round the corner and crouch down below the tire stack. Take a few shots at the Watchdogs and hold your ground until you feel overpowered. If you have a handle on it, keep fighting and just mow down all the hunters and their backup until the last one is dead and the mission ends.

If you become overwhelmed, retreat into the service station and enter the trench near the front of the raised car. Wall Squash against the trench and wait for the Watchdogs to file through the locker room doorway. Pop up and shoot them as they enter using the SMG. When they're gone, the mission ends.





DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

RITUAL CLEANSING

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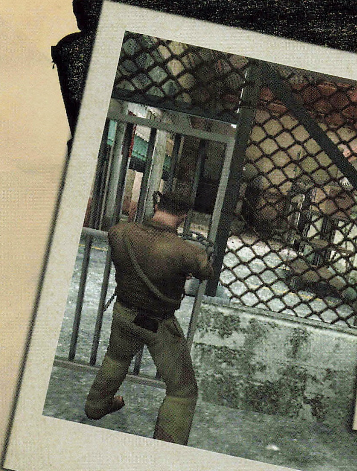
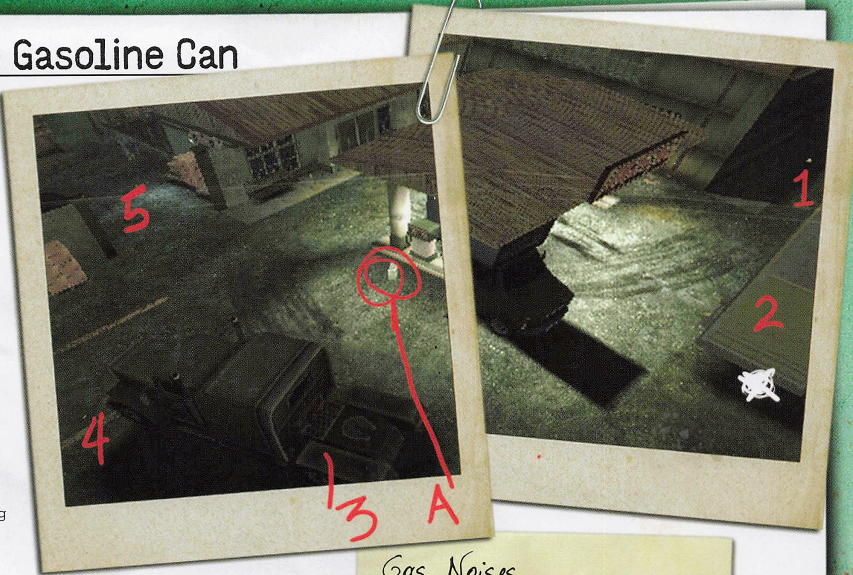


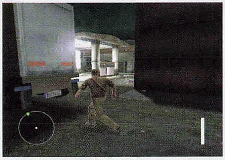
D. Lamb
D.LAMB
Daniel Lamb

Find the Gasoline Can



Train Yard

Six years ago, Danny and Leo find themselves near a Project archive facility. Leo wants to disappear forever, but to do this, he must destroy all records the Project has on him and Danny. You begin this mission as Leo in a shadow beside a fueling station **[1]**. There are no weapons around, but plenty of lures (one in almost every corner). You cannot execute without a weapon and there's a prowling station attendant just around the corner. Try to get his gas can and use it to execute him.



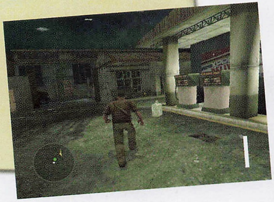
There's a **Gas Can [A]** located in front of the fuel pumps. These are portable EE objects. Just pour some gas on the ground, then lure the target toward the puddle. Creep up behind the subject and perform the execution just as you would any other EE.

Getting the Gas Can

The easiest way to get the Gas Can is to walk from your starting position **[1]** between the truck trailer **[2]** and the left fence, follow the fence to the corner, and then come up behind the truck cab **[3]**. A **Glass Shard** is located behind the trailer **[2]** on the Wii version. When the station attendant is out of sight, behind the box truck and under the filling shelter, walk directly to the **Gas Can [A]**, then pick it up and return to the shadows behind the truck cab **[3]**. The attendant will essentially ignore you until you mess around with the Gas Can.

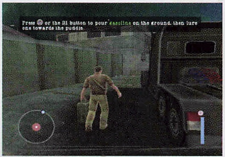
Gas Noises

Be advised that walking and holding Gas Cans makes a lot of noise. Notice the sound waves created on the radar. Avoid alerting your potential victims.



EE: Gas Puddle

Pour the gas onto the ground just outside of the cab shadow **[4]**, then knock on the truck or use a lure to draw the attendant toward the puddle. When he turns his back and is still near the puddle, execute him. Red execution indicators appear just as in any other EEs. The gas puddle also creates an EE location on your radar, but this fades after the puddle burns out. Do not walk through the flaming puddle or you will take damage, too. Enter the next lot **[5]**.

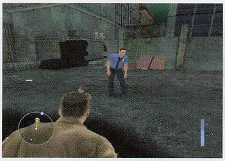


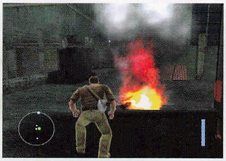
Press Ⓛ or the R1 button to pour gasoline on the ground, then lure one towards the puddle.

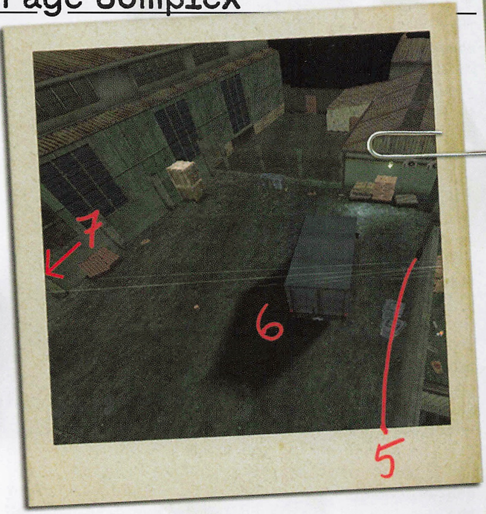
Break into the Project Storage Complex

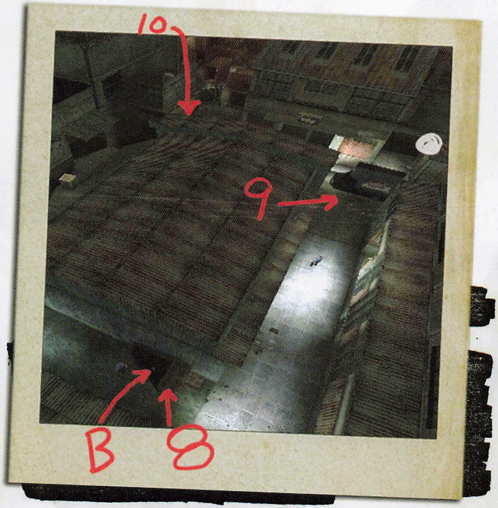
EE: Gas Puddle Again

There's a large hole in the concrete wall **[7]** used to reach the next lot. Two security guards patrol the area beyond the broken wall. Pour gasoline in front of the truck shadow, then lure the security guard by banging on the truck. Run into the truck shadow **[6]** and wait. As the security guard investigates and turns away, sneak up from behind and use the gas puddle to execute him.





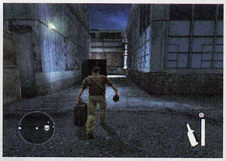


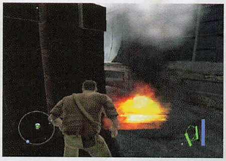


[redacted]

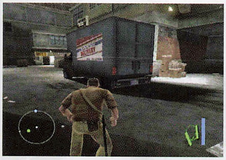
EE: Gas Puddle of the Third Kind

Pick up the gas can, then head through the broken concrete wall **[7]** to reach the next lot. Walk around the corner and stop at the stack of crates **[8]** just before the end of the alleyway. Pour gas beside the stack of crates. Stand in the shadow of the crate stack, then lure the next security guard into the puddle and execute him. Find the **Barbed Wire [B]** nearby.

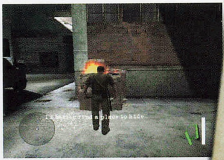


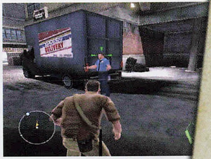


Pick up the Gas Can and carry it out of the alley. When you approach a parked box truck **[9]**, a cinematic shows two guards in the security station talking about the internal lockdown system.

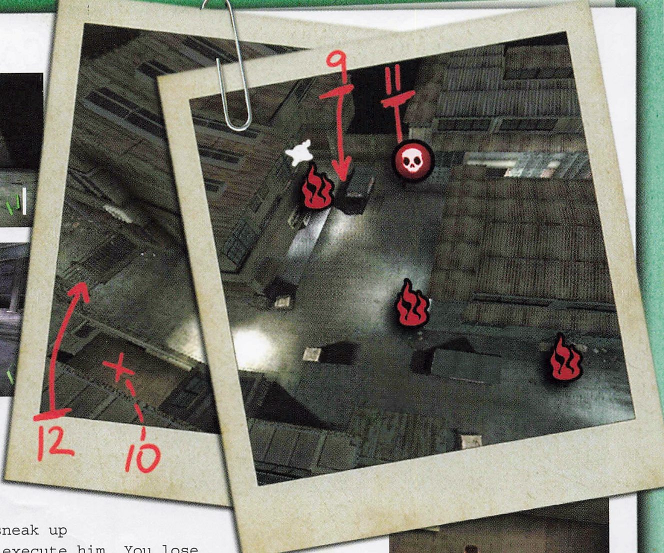


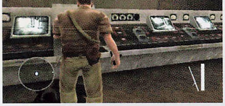
Gate D Security Station

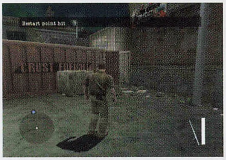




There are three stacks of papers in the area. You need to burn only one stack to complete the objective. On the Wii, you can find a **Razor** in the dark corner behind the truck **[9]** and flammable box stack. Take the Gas Can and pour it on the stack of boxes near the truck **[9]** to set it ablaze. Hide in the corner shadow **[11]** while the guard investigates the fire. He stands behind the truck for a while. When he turns around, sneak up behind him with the Barbed Wire and execute him. You lose the Gas Can after this challenge, but you can take the guard's **Nightstick**. If the guard returns to the guardhouse, he'll hit the panic button and you'll fail the episode.



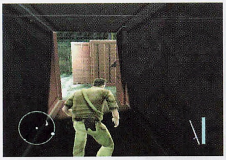




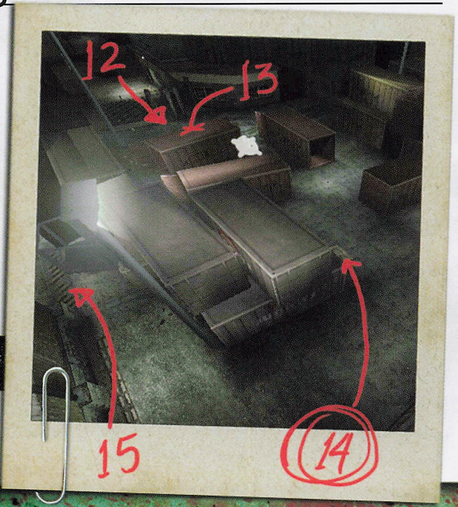
Enter the security station **[10]** and press the button on the control panel to open the gate outside **[12]**. By all means, do not press the "Panic Alarm" button on the wall. This sets off a distress signal and you instantly fail the mission. The locker inside the office contains a **Pen**. In the Wii version, there's a **Can** inside the locker. Exit the guard station and head through the unlocked gate to a new lot and a Checkpoint.

Find the Main Project Storage Warehouse

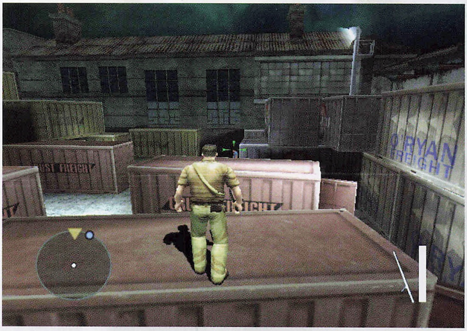
Yard of Guards



Leo starts in a large shipping yard **[12]** with many open containers that provide interior shadows, perfect for hiding. There are three guards patrolling this yard. You can climb atop a few of the containers using nearby crates as steps **[13]** & **[14]**.

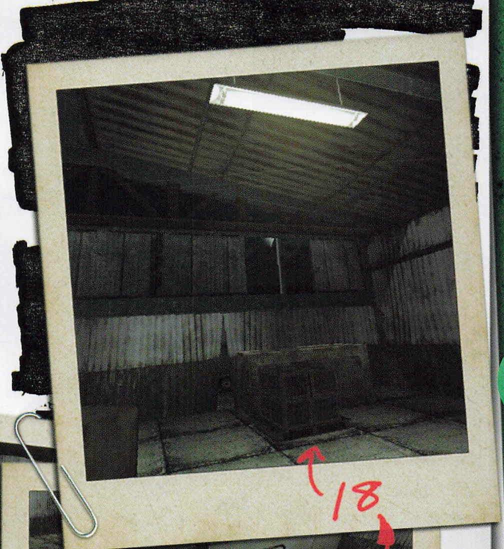


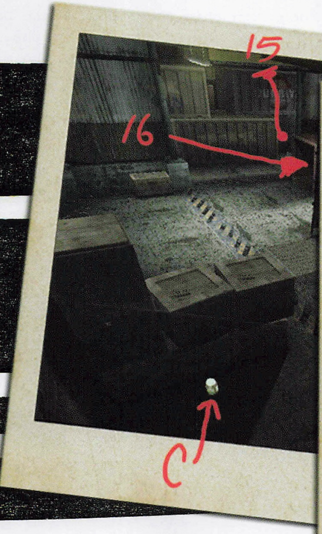
Getting on top of the containers allows you to perform jump executions. Use lures (or tap the hard surfaces) and the many shadows to divide and conquer the guards. Use their nightsticks for executions. Follow the path to the entrance to the next lot **[15]**. On the Wii version, there is a **Razor** in front of the first container as you enter the yard.

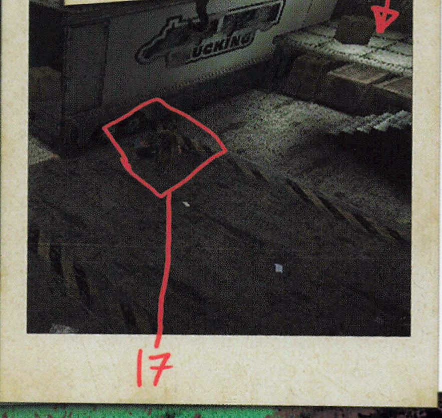


Shipping Warehouse

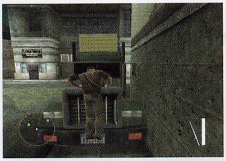
Upon entering the small warehouse **[15]**, duck inside the container **[16]** on your left and hide in the shadow as the security guard passes by. Exit and follow him closely. Execute him as he stops behind the truck trailer **[17]**. Find the **Medicine [C]** in the back-right corner. Climb the stairs to the small platform in the back-right corner **[18]**. Climb the crates and exit the warehouse through the open window. A Checkpoint is reached when you land in the next lot.



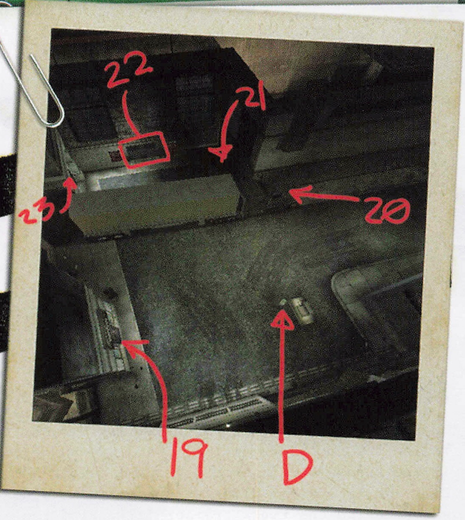


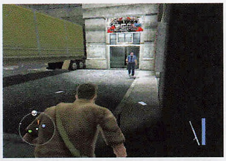


Fuel Depot



There's a **Gas Can [D]** next to the fuel pump. The gas is needed inside the main storage warehouse, which is through doors **[19]**, **[22]**, & **[23]**. Only one of these doors **[19]** is locked. However, you cannot carry the Gas Can over the truck and through the unlocked doors. Instead, you must get inside the warehouse and unlock the door **[19]** to get the gas that is inside.





Climb onto the cab of the truck **[20]** and up to the trailer, then drop down on the other side, knock on the trailer, and slide into the shadows. The knock lures the security guard out of the door **[23]**. Try to execute him with the Nightstick when he looks away, or follow him back into the building **[23]**, then duck into a shadow and hide. You can use the EE fuse box in the next room to execute this guard, or lure the other two guards through the door **[22]** to use the fuse box on them.

Four-Room Security Office

Now or Later

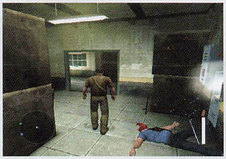
This four-room security area could be put on hold until you have the Crowbar from the main storage warehouse beyond one of the three doors [22]. However, if you need Medicine now, or if you want to get rid of two or three guards before coming through with the Crowbar, then now is a good time.

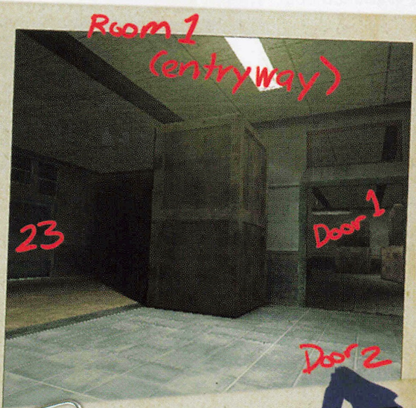
Room 1: Entryway

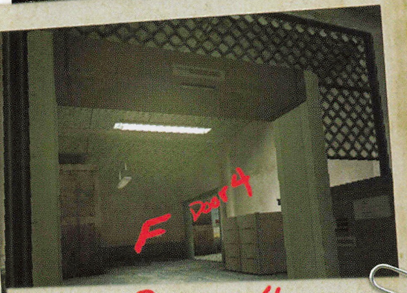
Beyond the door **[23]** is Room 1. It's an entryway with a large shadow to the left (great for hiding as soon as you enter). There are two more doors in this room: **Door 1** and **Door 2**. Door 1 leads to the EE fuse box warehouse (**Room 2 EE**) and Door 2 (not visible on the map) leads to a small office (**Room 3 office**).

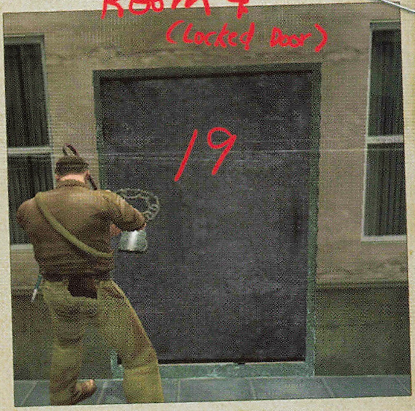
Room 2: EE Fuse Box

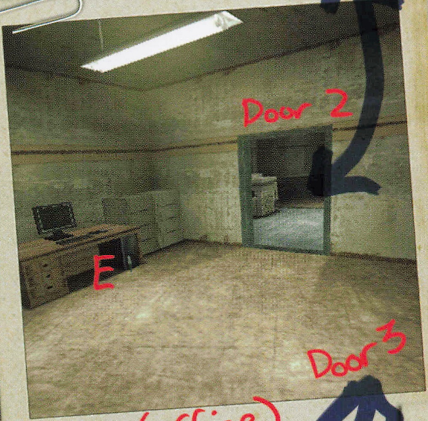
The EE fuse box room has large shadows and crates to evade guards. It also has three doors: **Door 3** leads to Room 3, the office; **Door 1** leads to Room 1, the entryway; and **Door 4** leads to the hallway with the chain-locked door (you need a Crowbar to open it). Lure the first guard to the fuse box, then execute him environmentally. You can also knock on the wall near the copy machine in Room 1 to attract another security guard from the next area **[22]**.

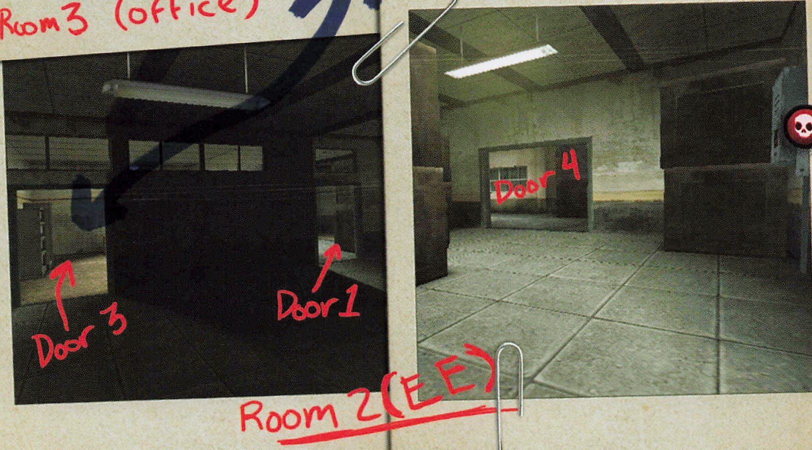



Room 1
(entryway)
23
Door 1
Door 2

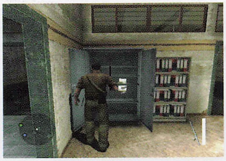

F
Door 4


Room 4
(Locked Door)
19


Door 2
E
Door 3
Room 3 (office)

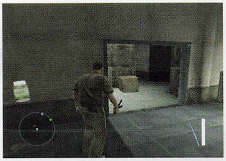

Door 3
Door 1
Door 4
Room 2 (EE)

Room 3: Office



Open the back corner locker in the office to find a randomly spawning item. There's a **Pen** next to the desk **[E]**. The other corner locker contains a random item, as well. **Door 2** leads to the Room 1 entryway and **Door 3** (not visible on the map) opens into the Room 2 EE, the fuse box.

Room 4: Locked Door

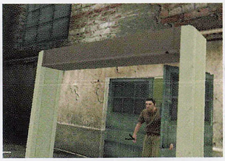


As you enter the furthest room beyond **Door 4**, look to the right to find the **Medicine [F]** in shadowy corner. You must have a Crowbar to break the chains from the exit **[19]**. Once this door is opened, you can carry the Gas Can from outside through this four-room guard station outside and through door **[22]** into the main storage warehouse.

Find and Burn the Files

Cortex Storage: Main Storage Warehouse

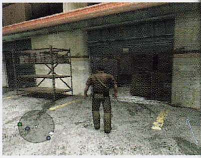
Metal Detectors



There is a metal detector at the entrance to the warehouse. It beeps when you or others pass through holding metal objects. There's a second metal detector near a locked door between storage rooms 5 & 8. After burning either Leo's or Danny's files, Watchdogs come through this doorway and the metal detector. Listen for the beeps to determine where the enemies are.

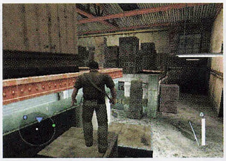
Storage Rooms

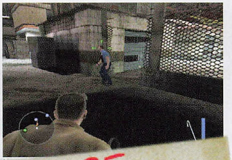
There are numerous storage rooms in this large warehouse and most of them are sealed with two metal shutter doors each (doors on each end). You need a Crowbar to open shutter doors. Each storage room has a yellow number painted above the metal shutter. In this guide these storage rooms are referred to by their number. The warehouse is divided down the middle by a row of storage rooms, so there are two main walkways (**LEFT** & **RIGHT**).

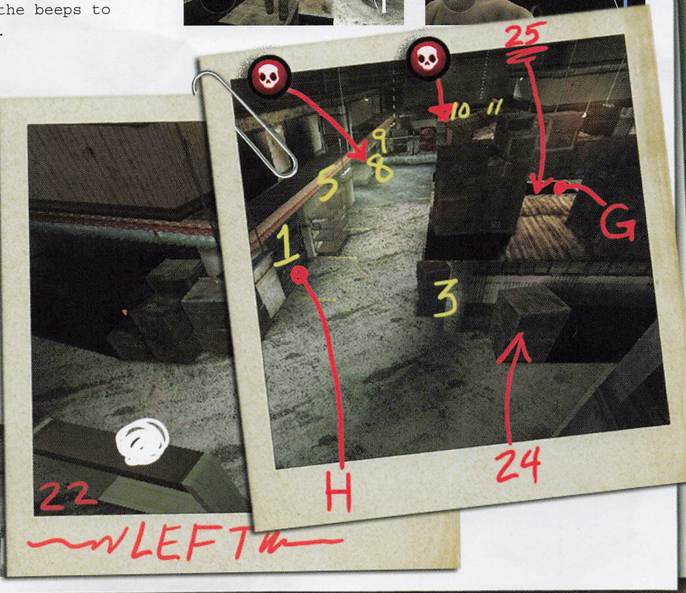


Security

There is currently only one security guard in the warehouse (unless you were successful at luring them both out and executing them before you entered). Use the crate or corner shadows to lure and defeat him. You can also use a few crates to get on top of storage rooms and perform jump executions (see the crates next to storage rooms 1 & 3 **[24]**).

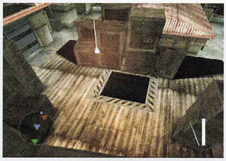


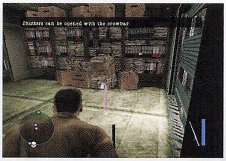




The Crowbar: Storage Room 3

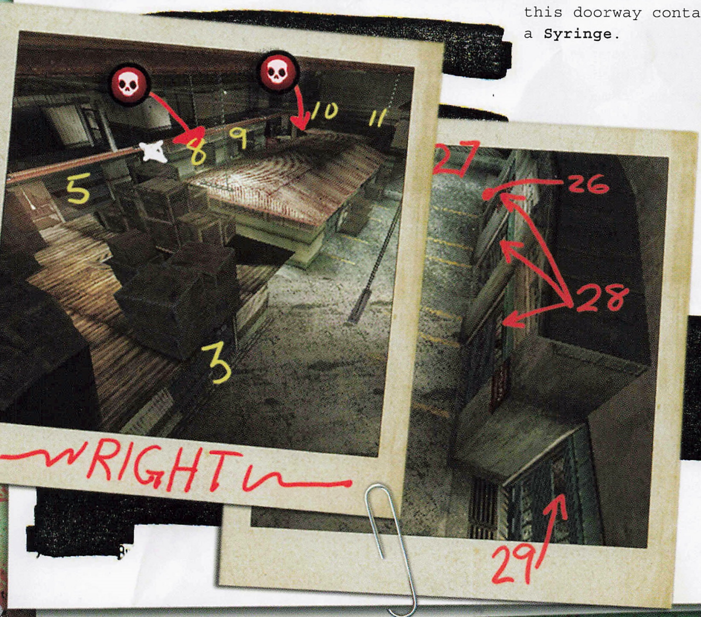
You can't get anywhere without the **Crowbar [G]** in Storage Room 3. Climb onto the stack of crates **[24]** against storage room 3, then climb to the rooftop. Drop down into the room through the hole **[25]** in the roof. Inside storage room 3, you can find the Crowbar and also **Leo's Files.** To burn these, you need to carry the Gas Can **[D]** here.





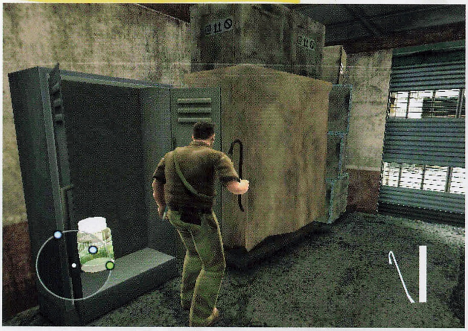
Open All Shutter Doors

Use the Crowbar to open every shutter door possible (both doors in each room). This takes some time, but it's worth getting familiar with the layout of the warehouse. This also makes it easier to manhunt when the Watchdogs enter after burning a stack of files. The following is a rundown of what you can find or do in each room (the items that appear are randomly selected, but they're usually one of two things):



Storage Room 1

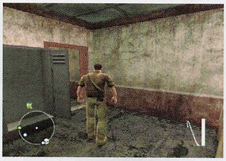
There's an open doorway in the back of this room that connects Room 1 and Room 5. The locker inside contains a **Power Saw**. In the Wii version, the locker contains **Medicine**.



Storage Room 3: Leo's Files

The **Crowbar**, **Leo's Files**, and a **Pen** or **Power Saw** are in a locker in this storage room. In the Wii version, the locker contains a **Syringe**.

Storage Room 5



There's a large shadow for hiding on the right side of the room and a doorway that leads to Room 1. The locker near this doorway contains a **Syringe**.

Storage Room 6

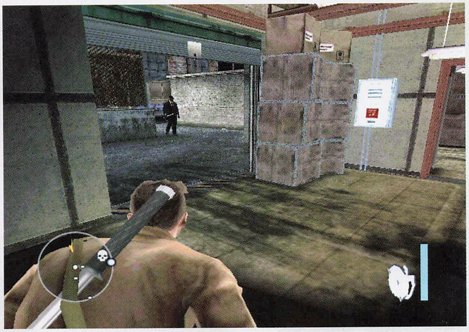
There's a **Brick** in a shadowy corner and a doorway that leads into storage room 7.

Storage Room 7

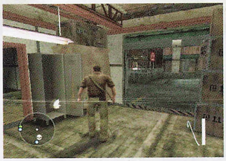
There's nothing inside here except crates and a doorway that leads to storage room 6.

Storage Room 8

This room has a large shadow on the left side; use it to hide from enemies you've lured toward the fuse box on the right wall. The open doorway leads to Room 9. The back shutter door opens to the exterior of the warehouse, where you can find a second **Gas Can**.



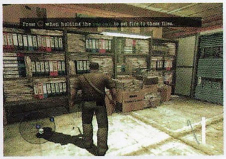
Storage Room 9



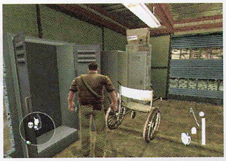
This room has an empty locker that occasionally has **Medicine** and a doorway that leads to Room 8. On the Wii, this locker holds a **Power Saw**. There's a big crate shadow near the opposite wall. The back shutter door opens to the exterior, where you can find the second **Gas Can**. Watchdogs arrive from this exterior area when you burn files. The front shutter door opens to the back half of the warehouse where Rooms 10 & 11 are located. This creates a second route into the back of the warehouse before the gate **[27]** is broken.

Storage Room 10: EE Meat Hook & Danny's Files

Danny's Files are located in this room. To access this area, crawl through the hole in room **[26]** or head outside through Room 8, then reenter through Room 9. Room 9's front shutter door provides access to the back of the warehouse. Unlock the gate **[27]** for easier access once you gain entry to the back section of the warehouse. The **EE Meat Hook** is on the outside wall of Storage Room 10; use this when the Watchdogs attack.



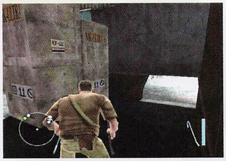
Storage Room 11

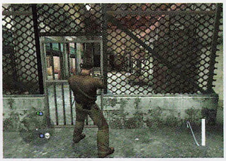


There are two lockers in this room; one has **Medicine** (or is empty)and the other has a **Pen** (or is empty). On the Wii, the locker behind the wheelchair contains a **Power Saw**. The large shadow near the opposite wall is good for hiding.

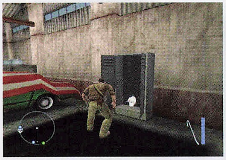
Room 26

This room **[26]** is directly across from storage room 7. The crates are great for hiding. There's even an escape hole behind the crates that allows you to get on the other side of the locked gate **[27]**. On the other side, you can break the chains with the Crowbar, opening up the back half of the warehouse. The locker inside this room **[26]** contains a **Syringe** or a **Power Saw** and the doorway near the locker provides access to the garage **[28]**. On the Wii version,there is only a **Can** or a **Pen** inside this locker.





Garage 28



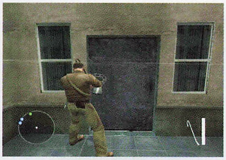
The locker in the back-left corner contains **Medicine** or a **Syringe**. The door near the locker allows access to room **[26]**. There are three shutter doors that lead into this room. On the right side of the sheet-covered car is a locker containing a **Pen** or a **lure can**. On the Wii, this locker is empty. The open doorway near this locker opens into the garage's storage room **[29]**.

Garage Storage 29

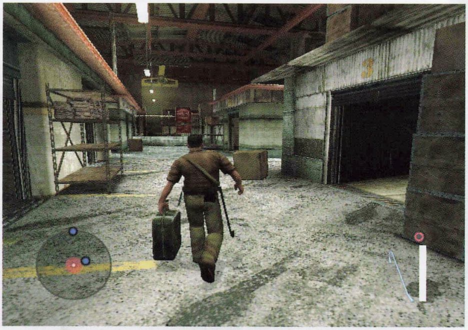
This room **[29]** has a shadow for hiding (near a stack of crates by the shutter door). The other doorway opens into the garage.

Torching Files & Watchdog Fight

Once all shutter doors (including the locked gate **[27]**) are open, exit the warehouse through this door **[22]** and head back into the security office **[23]**. Enter the back room and break the chains from the locked door **[19]** (see previous maps). Retrieve the **Gas Can [D]** and re-enter the security building through this door **[19]**.



Exit the security building **[23]** and enter the warehouse **[22]**. The closest files to burn are Leo's in Room 3 (see previous map).

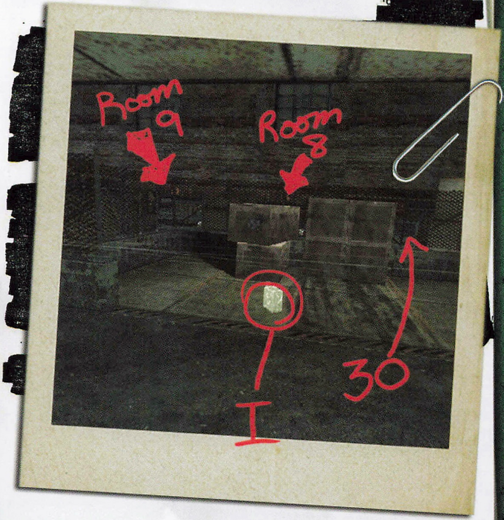


Douse the files with gas and light 'em up. The sprinkler system turns on and three Watchdogs armed with Stun Prods enter through the side door between Rooms 5 & 8. Stun Prods are powerful weapons, so try to get them away from your foes. You can now use the many open rooms and shadows, as well as the EE fuse box or Meathook, to defeat these enemies.

If you have trouble escaping the Watchdogs after being spotted, climb the crates to reach the rooftops. You not only escape the enemy, but also open the possibility for Jump Executions.

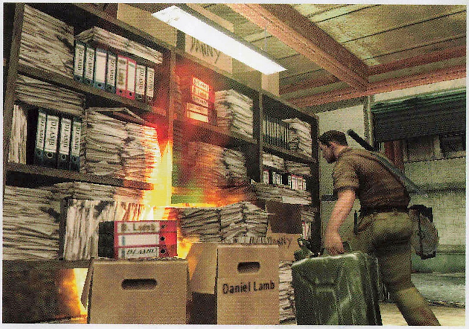
After killing two enemies, one more Watchdog enters the warehouse. You'll be warned as he passes through the metal detector. Another Watchdog arrives about 90 seconds after defeating the three original Watchdogs.

More Gas & More Files



The Gas Can disappears after burning a stack of files (no matter whose files you burn first). You need another Gas Can. Exit the warehouse through Storage Room 8 or 9. In this side lot (where the Watchdogs arrive), there's a bricked and fenced area open on the opposite end of the warehouse where a Watchdog sedan is parked.

The second **Gas Can [I]** is inside this enclosure. Re-enter the warehouse through the storage rooms or through the metal detector door **[30]**. Douse the remaining files (Leo's or Danny's) inside the warehouse to complete the mission.



DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
Est. 1932

ORIGINS

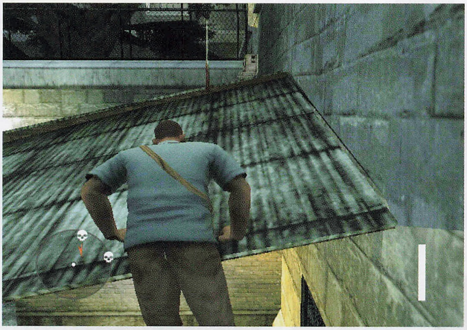
[redacted]

Find Doctor Pickman

This mission takes place in the present time—the previous one was a flashback, so chronologically, Danny and Leo were last escaping the cops and bounty hunters in the suburban neighborhood (Most Wanted). Leo takes Danny to the Project medical facility. Pickman is based at this facility and Leo wants him to help them.

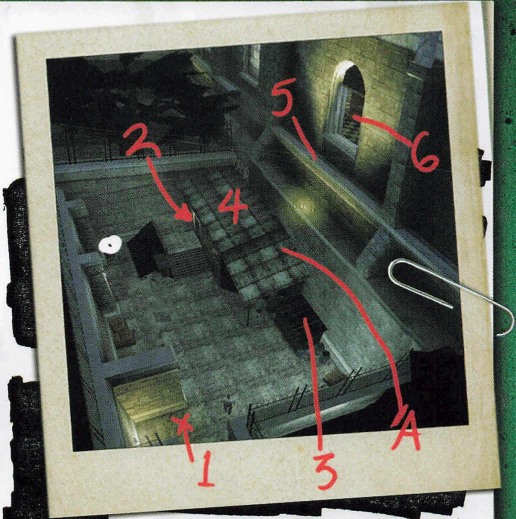
Medical Facility Exterior

This mission starts in the back corner **[1]** of the medical facility's backyard, just outside the security office **[2]**. There's a Watchdog inside the office and the door is locked from the inside. You must lure him out of the office and execute him. There's another way into the facility, but it's best to kill this guy now. There are Bricks in just about every corner of the yard. Pick one up, then climb onto the dumpster **[3]** and onto the security office rooftop **[4]**. On the Wii, there's a **Whiskey Bottle** (green weapon) in the corner near the stairs to the office.



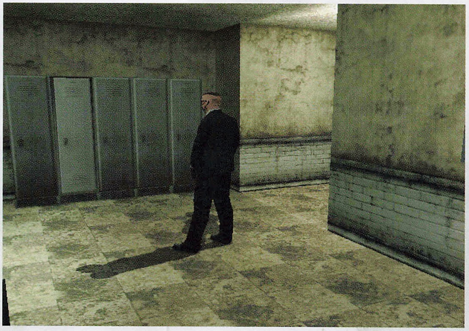
Take the **Glass Shard [A]** from the rooftop and use it to kill the Watchdog. Step to the edge of the roof over the porch and throw the Brick down. The noise attracts the Watchdog inside. When he exits, perform a Jump Execution. It's time to find a weapon, so enter the office.

[redacted]



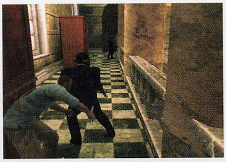
Security Office

There are three more Watchdogs in the anteroom and two EE areas (two fire extinguishers on the first floor). So, you can safely get rid of one more enemy without losing any EE opportunities.

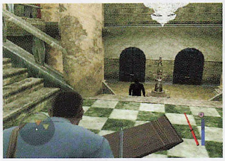


Grab another brick and then enter the office **[2]**. Take the **Stun Rod** from inside the locker. There's also a **Pen** near the desk. On the Wii, there is a **Razor** on the floor near the lockers. The air duct behind a rolling filing cabinet leads directly into a shadow **[7]** inside the anteroom. The office door opens into the same room just short of a column shadow **[8]**. While in the office, make some noise to attract a Watchdog from the next room. When an enemy appears, run back outside and get back on the rooftop. Throw the brick down to the porch to draw the Watchdog out, then perform a Jump Execution on him.

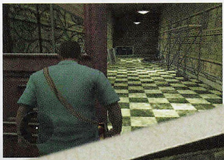
Medical Facility Anteroom: Second Floor



There are several different strategies to use to eliminate the remaining two hunters. The following are areas in the large room that help: Enter the building through the second floor window **[6]**. Exiting through the window is always a great escape; the enemy never goes onto the rooftop, but you can use the shadows next to each cabinet **[9]** to hide from the hunters. Try luring the hunters upstairs, then return downstairs via the window and back in through the office. Lure and execute the first hunter who comes downstairs using one of the Fire Extinguishers.

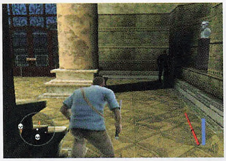


You can use the large shadow on the landing behind the statue **[12]**. Don't knock over the statue, as it makes quite a racket.



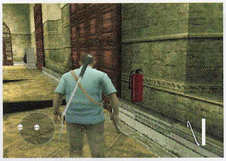
You can also use the top floor hallway to avoid the enemy. The hallway connects both sides of the balcony through doors **[10]** & **[11]**. There are very large nooks and shadows inside the hallway.

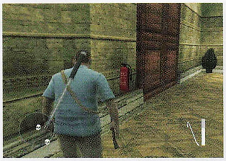
EE: Fire Extinguishers



Knock on the wall near a Fire Extinguisher. Enter the nearest column shadow and wait for the hunter to investigate the sound. Execute him when his back is turned.

Lure the remaining hunter to the extinguisher on the other side of the room and execute him.





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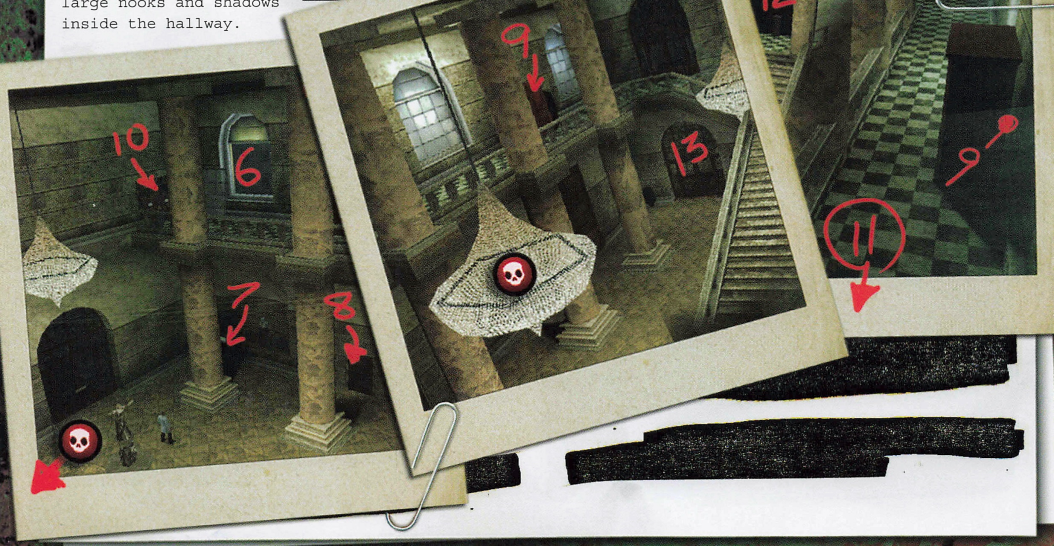
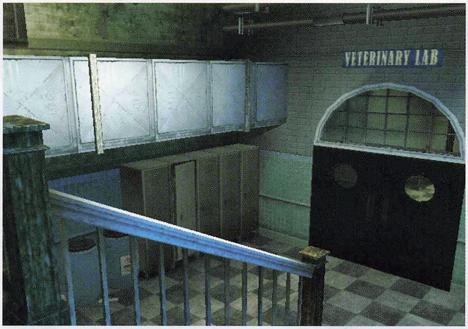


Find a Way into the Veterinary Lab

Lab Entrance

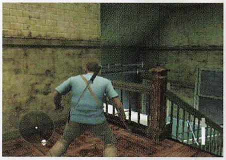
Enter either door **[13]** behind the large anteroom stairs to find the back hallway that leads down to the Veterinary Lab entrance.

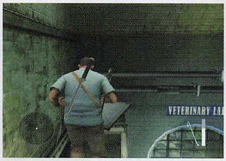
Head down the stairs to the double door entryway to discover that the entrance is locked. There must be another way in.



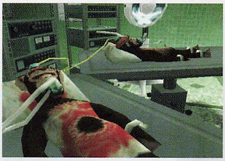
Air Duct

Head back up the stairs and stop at the top. Climb over the ledge onto the air duct and use the Crowbar to pry open the duct hatch.

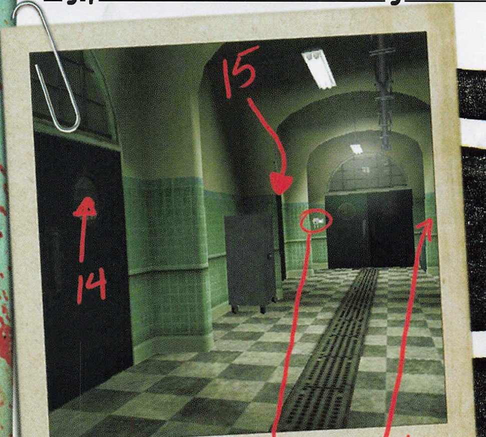




Crawl through the duct. Look through the first vent cover after turning right at the corner to see a lab tech experimenting on monkeys. The next vent cover is missing. Jump down into the lab through the opening to reach a Checkpoint and a new objective.



Bypass the Security Door

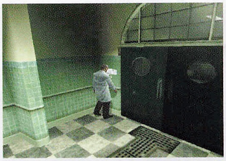


Veterinary Lab: Kennel

This room is free of enemies, so let's keep it that way. If you make noise, stand in the shadow below the ventilation duct opening. If you make a sound, both enemies on this floor rush in and attack with a Hacksaw and a Tranquilizer Gun.

This room has two doorways. The open one leads to the monkey lab **[14]** where the technician with the Hacksaw is working. This technician faces the open doorway, so it's not a good idea to enter. The closed double doors **[15]** in the Kennel (your room) lead to the main hallway.

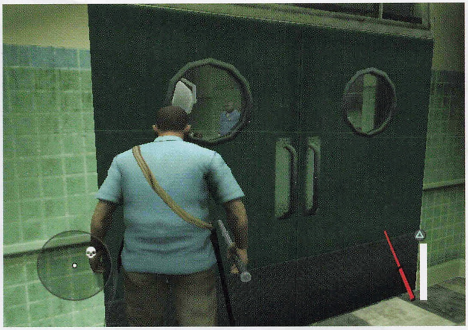
Main Lab Hallway



To the immediate left in the hallway is a locked, high-security clearance door. Unlocking it requires an employee's retina scan **[17]**.

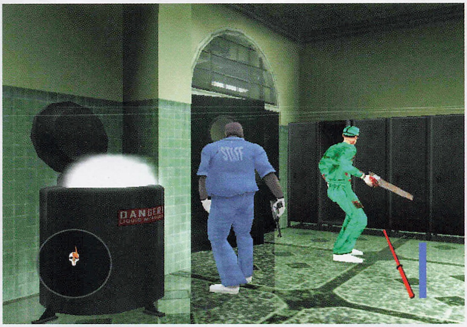
[redacted]

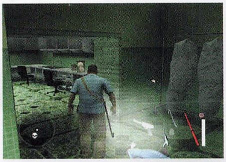
On the opposite side of the hallway are unlocked double doors **[16]** to the lab with the Tranquilizer-toting technician. He faces the double doors, so don't enter this way either.



EE: Liquid Nitrogen

Enter the second set of double doors in the hallway on the left **[18]**. This is the Liquid Nitrogen room. You can see the EE Liquid Nitrogen vat on your right as you enter.





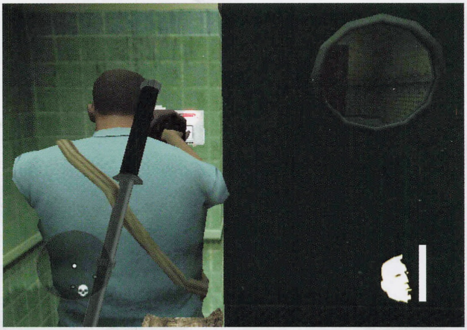
The Tranquilizing tech is in the next room with his back to the large open doorway. Sneak back there and execute him, then take the **Tranquilizer Gun**.

Return to the nitrogen, then hit the vat or the wall and duck into the shadow beside the vat. The Hacksaw-toting tech comes from the other lab **[14]** to investigate the noise. When he walks by the vat on his return trip to the lab, sneak up from behind and use the EE object to execute him. Pick up the **Hacksaw.** Stand over either of the bodies and use the Hacksaw to remove a head.

You can also take the Hacksaw first and perform a Gruesome execution on the tranquilizing tech to sever a head automatically.

Retina Scan

Take the severed head to the double doors at the end of the hallway, then hold it up to the retina scanner **[17]** to unlock the doors. Pass through the doors to reach a Checkpoint, but watch out for a Watchdog coming down the stairs in the adjacent stairwell.

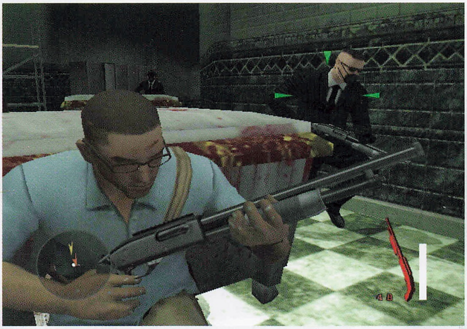


You cannot retreat to the labs; the door you just entered is now locked. As soon as possible, run for the shadow in the stairwell before the armed hunter comes downstairs. After he checks out your shadow, execute him when he turns his back. Take his **Shotgun,** equip it, and head upstairs.

Get Past the Defending Watchdogs

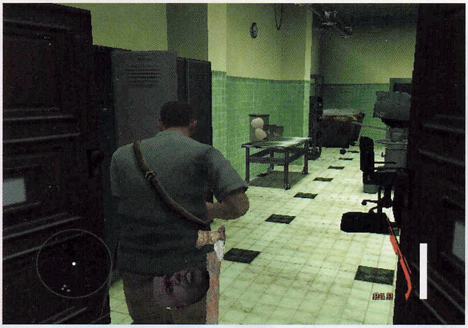
Second Floor

At the top of the stairs, go into the hallway and run up a few steps to duck behind a waste bin. Two Watchdogs appear in the next hallway. Pop up over the waste bin and shoot the closest Watchdog hiding behind the next bin.



If you hold your fire and wait a few moments, the second Watchdog will leave his cover. Pop up and shoot him when he approaches. This alerts one more Watchdog in the left hallway. Don't shoot until he gets close, then look over the bin and gun him down.

Collect the dropped Shotguns. If you need health, there's **Medicine** in the locker in the room at the right end of the hallway. Now explore the right end of the hallway.



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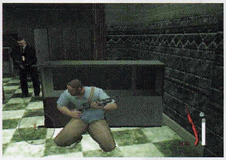
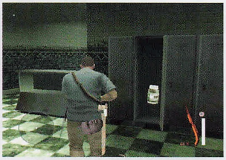
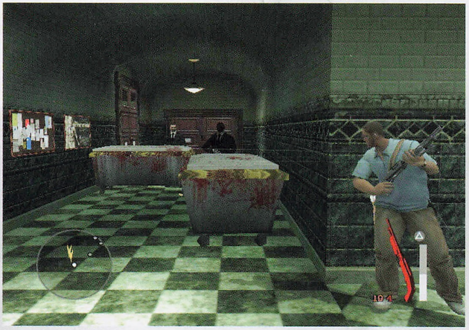
Take cover behind the overturned locker just before the next doorway. Pop up and shoot the next Watchdog when he moves into the doorway. You can find **Medicine** in the locker in front of the overturned locker.



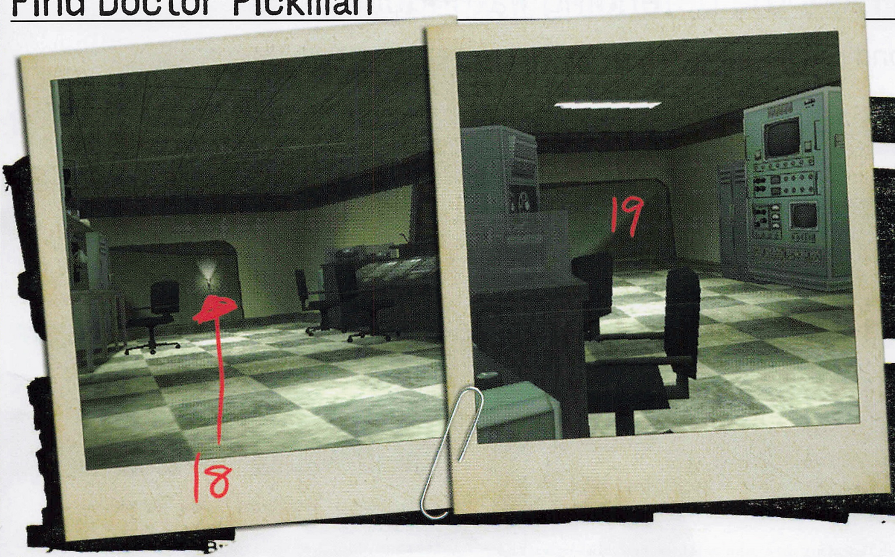


Walk around the rounded hallway ahead and stop at the next corner on the right, just before the Auditorium door. Peek around the right corner to see two Watchdogs taking cover behind waste bins. Swing Out and shoot them while taking cover after each shot. Take their Shotguns. There is **Medicine** in the lockers on the left end of this hallway.



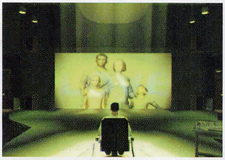
Push through the double doors just past the waste bins on the left, then head up the winding staircase. Enter the auditorium sound room at the top of the stairs.

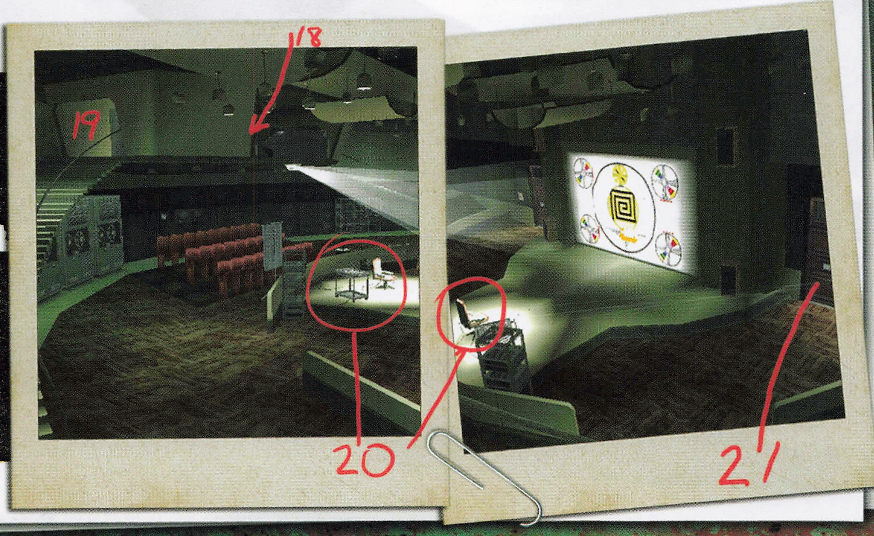
Find Doctor Pickman



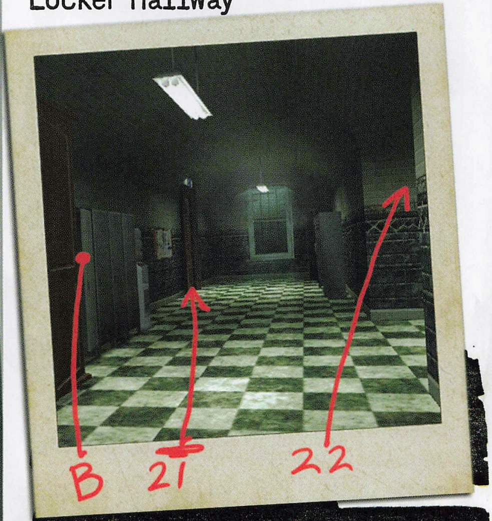
Auditorium

The sound room is on the second floor of the auditorium. There are open doorways to the left **[18]** and right **[19]**. Both lead to a staircase, each of which provides access to the auditorium below. Head downstairs and approach the chair **[20]** on the stage. Danny has a flashback of the brainwashing he received in this very auditorium. Exit via the lower-right doorway **[21]**.





Locker Hallway

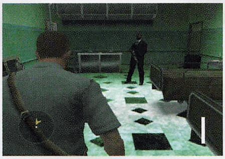


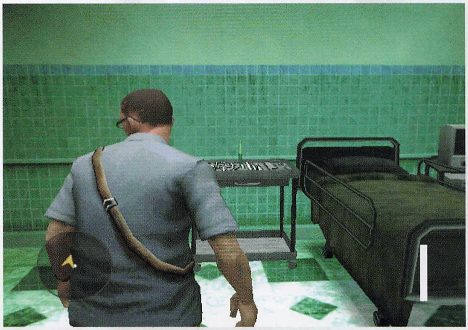
[redacted]

Head through the hallway lined with lockers. Find **Medicine** [B] in the locker near the water cooler. Enter another stairwell [22]. At the top of the stairs, Doctor Pickman's voice blasts through a nearby speaker. Eventually, Danny passes out.

Captured

Danny awakens in a lab room with no weapons. A single Watchdog with a Shotgun stands guard. Notice the **Pen** on the floor near the wall and bed. On the Wii, the **Pen** appears on a metal tray in the same location. The doctor in the next room calls the guard in a few moments.

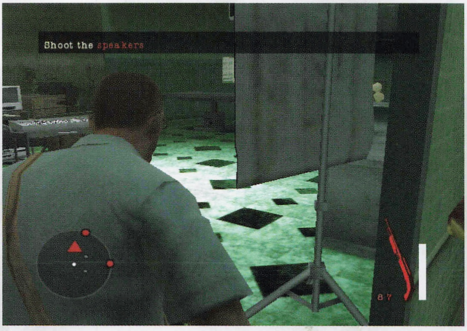




When he turns his back, grab the Pen from the floor. Sneak up behind the guard and execute him with the Pen. Take his Shotgun and shoot or weapon-execute the doctor cowering with his back turned in the next room.

Shoot the Speakers

The trigger phrase that Doctor Pickman used to knock you out when you reached this floor is broadcasted through P.A. speakers in three different areas. The trigger phrase is not broadcast until you enter the rooms where the speakers are located. There is a speaker [23] in the next room and, if you do not shoot it before the phrase is completed, you will pass out and have to retry from the last Checkpoint.



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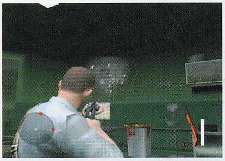
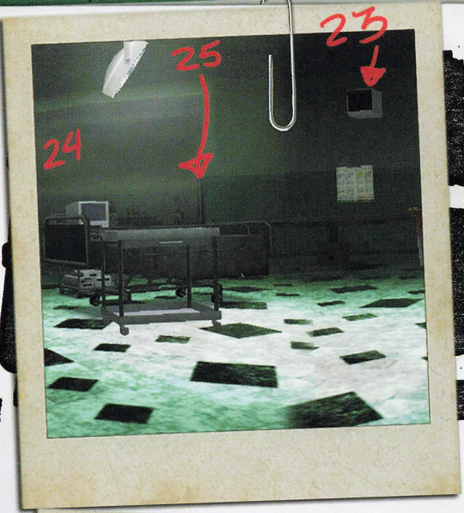
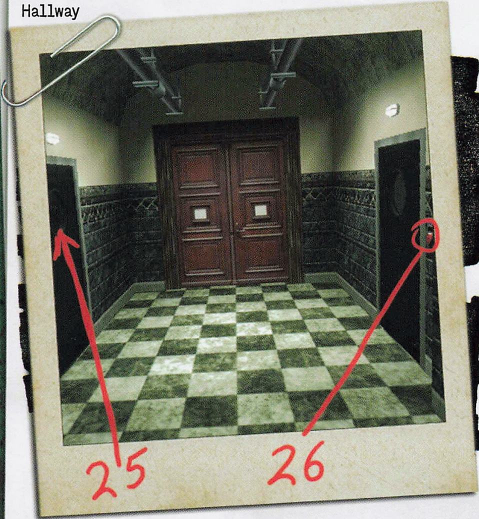
Speaker 1: Lab



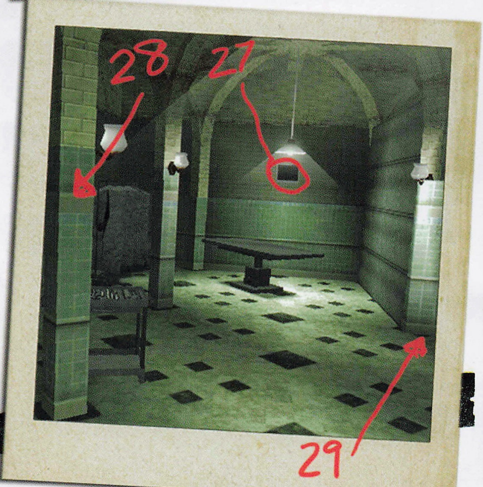
Draw the Shotgun and push open the next door while free aiming up to the right. Quickly locate the speaker **[23]** and free-aim shoot it before the killer phrase is completed. Shoot the large window **[24]** and enter the small observation room. Press the switch near the door **[25]** and enter the hallway.



Hallway



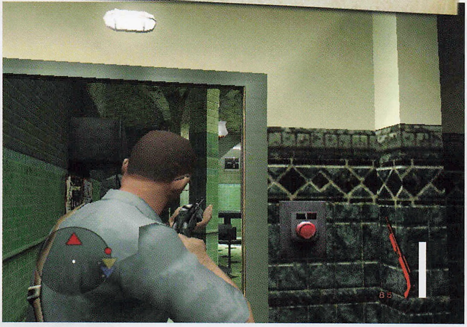
The hallway is obstructed, so there's only one room to enter; it's directly across from the observation room **[25]** you just left. Press the switch near the door to open it **[26]**, but do not enter. When you enter, the speaker will play the killing phrase and a Shotgun-toting Watchdog will open fire.



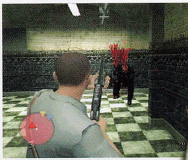
Speaker 2: Morgue

Stand out in the hallway, then raise your Shotgun. Find the Speaker **[27]** on the back wall to the right of a row of columns **[28]**. Shoot the speaker from the hallway before entering.

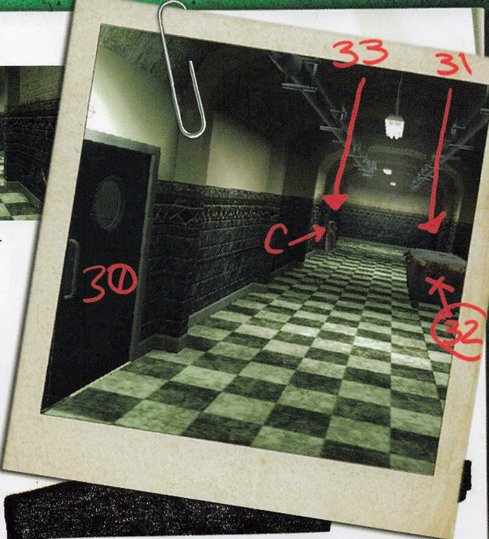
When you enter the room, the patrolling Watchdog appears from the right hallway **[29]**. Shoot him immediately. As you enter the short hallway of carcass coolers, another Watchdog enters the room around the next right corner. Draw first for the kill, then exit the morgue through the doorway where he entered.



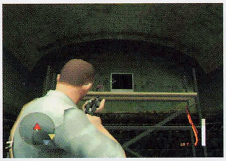
Speaker 3: Hallway

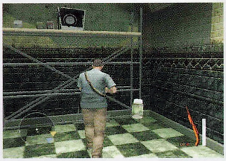


There's really no cheating when it comes to the last speaker. When you enter the hallway from the morgue **[30]**, be prepared to shoot a Watchdog coming up the stairs **[31]** to the right at the end of the hallway. The Watchdog and the trigger phrase both happen about the same time, and this is when you pass the bloody bin **[32]** midway through the hallway.



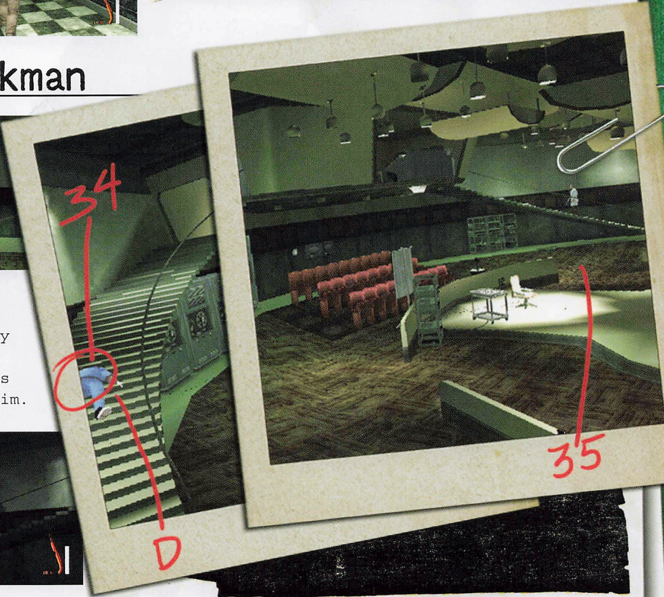
Run and gun down the Watchdog, then continue to the end of the hallway, turn, and aim up to the left to shoot the speaker **[33]** above the shelf. There's **Medicine** **[C]** on the floor near the shelf. Head downstairs and re-enter the Auditorium with your Shotgun drawn and ready.

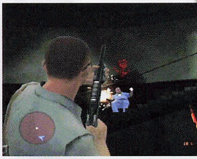




Sedate Doctor Pickman

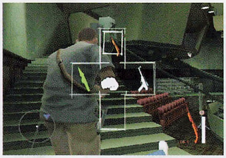
This next task is much more difficult on the Wii because there's no auto-aim feature; however, the strategy is the same. Moments after you enter the auditorium, Doctor Pickman recites the trigger phrase with the ability to knock you out—or worse. If you kill Doctor Pickman, the mission is failed. So, you must tranquilize him.

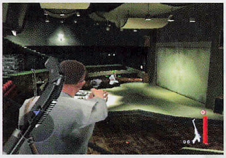




Have the Shotgun drawn and ready to shoot to the left as you enter the auditorium, then push the door open, locate the orderly **[34]** in the blue scrubs, and shoot him. Run up the stairs and take the **Tranquilizer Gun** **[D]** from the orderly's dead body.

Quickly select the Tranquilizer Gun, turn toward Doctor Pickman **[35]**, then aim and shoot. Mission accomplished. He's sedated with one shot and can now be interrogated.





DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
EST. 1932

BROADCAST INTERRUPTED

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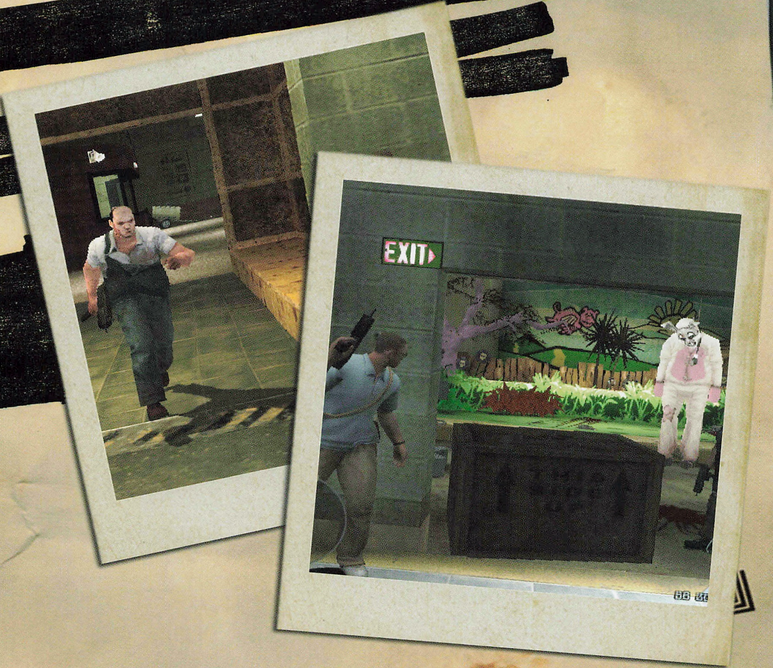


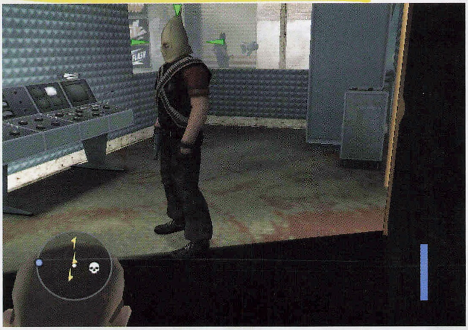
Get out of the TV Studio Alive

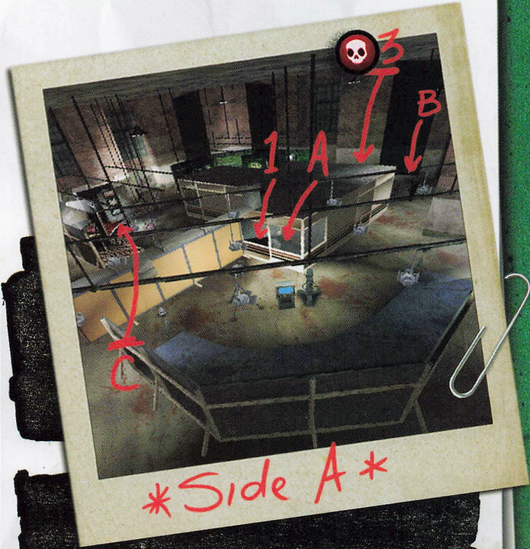
After capturing Dr. Pickman in the previous mission, Leo takes control of Danny's body and demands that Pickman remove the Pickman Bridge from his head. The Pickman Bridge, if you haven't already deduced, is the implant in Danny's brain that forces two personalities to coexist with one another. Pickman refuses to remove the bridge, and recites a failsafe phrase to shut Leo down. Leo falls unconscious, just as he stabs Pickman to death.

Danny needs answers. Leo needs… something else. Becoming desperate, they end up at a Project-run TV studio. After going through hours of tapes, they find some footage featuring Doctor Whyte—the last Project operative who knows what's going on. For Leo, Whyte is the only person with the ability to remove the Pickman Bridge, which will allow Leo to take over Danny's body forever. Suddenly, Bloodhounds burst into the studio.

News Studio

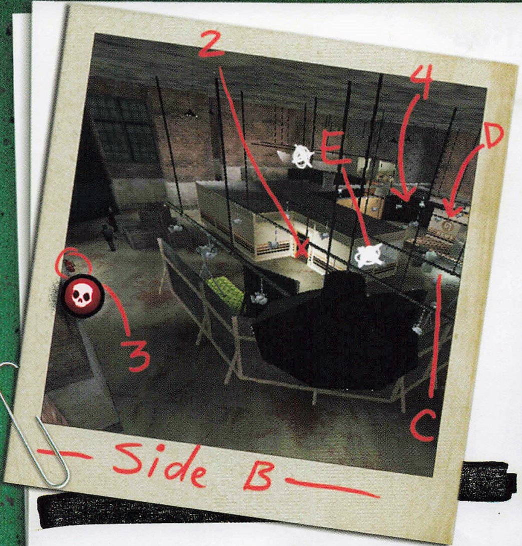
You begin this mission inside a studio control booth in a shadow **[1]** that feels as safe as home. You are weaponless, and completely powerless to defeat the ferocious Bloodhounds that are quickly flooding the room. The most convenient means to obtain a weapon is to smash the nearby window for a **Glass Shard [A]**. This noise, however, will undoubtedly attract hostile attention. On the Wii, you can find a **Power Saw [E]** under the window in the next room.





Side A

With the Glass Shard in hand, quickly run to the adjacent room and duck into the shadow near control room exit **[2]**. A Bloodhound promptly pursues through the doorway **[2]** to investigate the racket. He passes you by to investigate the sound in your original room. Stick the Glass Shard in the dog's fleshy neck.



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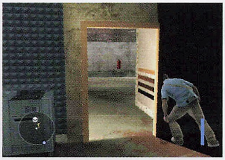

Wall-knock and lure another Bloodhound into the control room. Use the same shadow for hiding and the previous victim's weapon to execute the new arrival. It is likely that one of these two victims carries a Handgun. Take the piece and use it on your next visitor.

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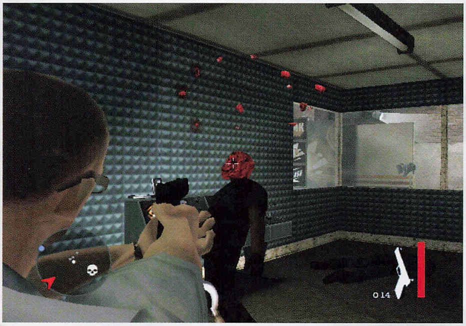
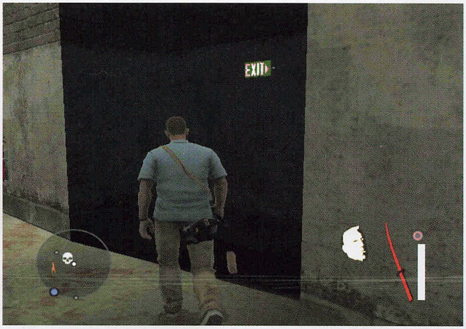
Re-enter your familiar dark place and bang on the wall to lure a third Bloodhound into your kill zone. Shoot the enemy in the melon or perform yet another silent execution. Just one more Bloodhound roams the studio.



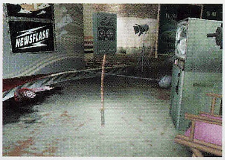
EE: Fire Extinguisher

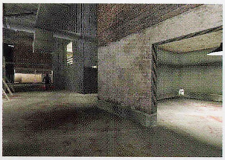
Save one Bloodhound for the EE fire extinguisher **[3]**. Exit the control room and head for the shadowy nook beside the flame-quenching tank. You can find a Brick **[B]** in this dark nook. Knock on the fire extinguisher wall and re-enter the shadows. When the Bloodhound investigates the strange noise, execute him while he's distracted. If the Bloodhound does not approach the extinguisher, throw the brick at the extinguisher area to lure him toward the crime scene.



Useful Items in the Studio

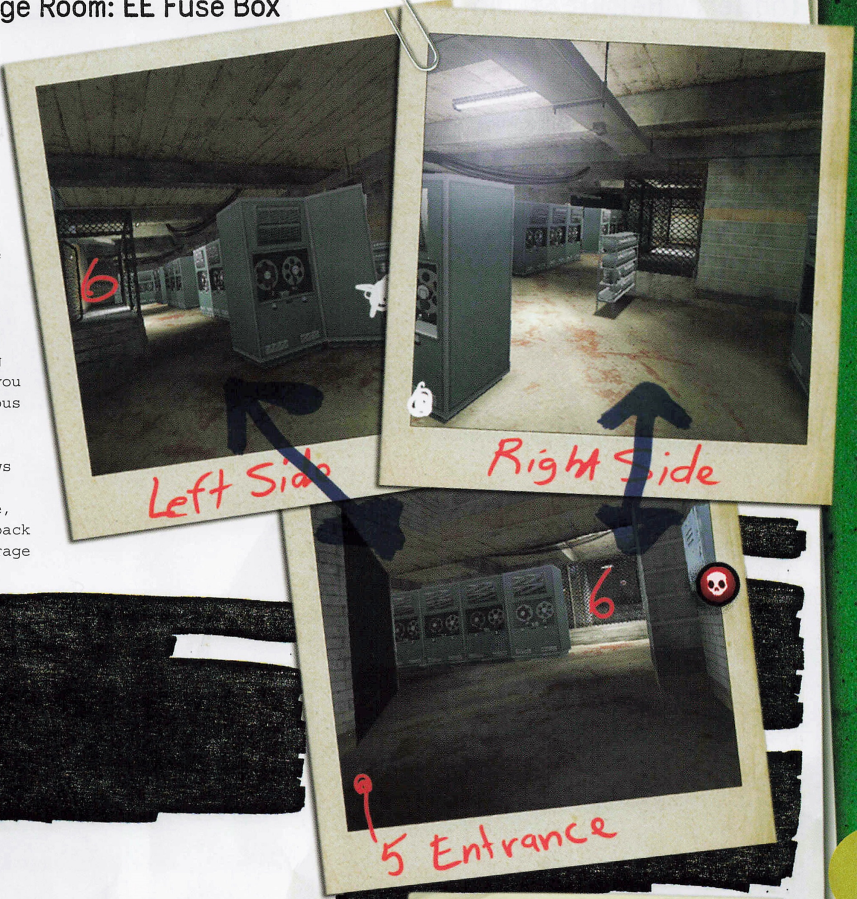
Besides bricks which you'll find in almost every corner of the studio, you can also pick up a **Katana [C]** (not in the Wii version) in front of the slaughtered newscasters near the TV props. If you stand in front of the monitor, you will see video of Leo slaughtering a stagehand. There's a bottle of **Medicine [D]** in the small room near the stairs **[4]**, too. Leave the studio via the stairs and enter the film storage room through the blue double doors. On the Wii, you can find the **Power Saw [E]** in the control booth and **Pliers** on the plywood prop near the outer perimeter (green dot on map).





Film Storage Room: EE Fuse Box

Walk down the stairs and quickly enter the shadow **[5]** in the right corner. There are three Bloodhounds in this area, but luring just one of them to the fuse box can be tricky. Try making a noise and encouraging them to chase you into the previous studio. From there, use the familiar shadows to ambush them. Leave one alive, then lure him back to the film storage room below.



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From the shadow to the right of the stairs, throw a lure at the fuse box the moment you hear the enemy entering the doors above. Fry the victim's head when he faces away from you near the power source. On the Wii, you can find a **Handgun** and **Handgun Ammo** in the back corner on the right side of the film storage room. There's also **Handgun Ammo** in a back corner on the left side. Make sure you take all the firearms from the many enemies packing heat, then use the exit **[6]** on the left side of the film room.

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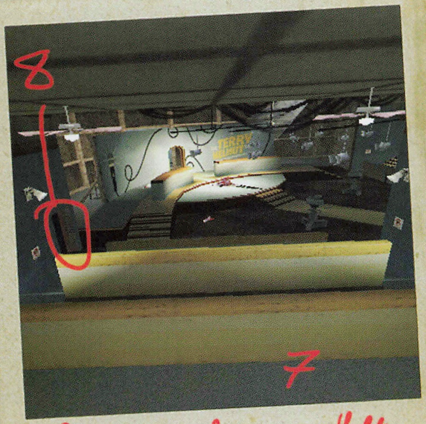
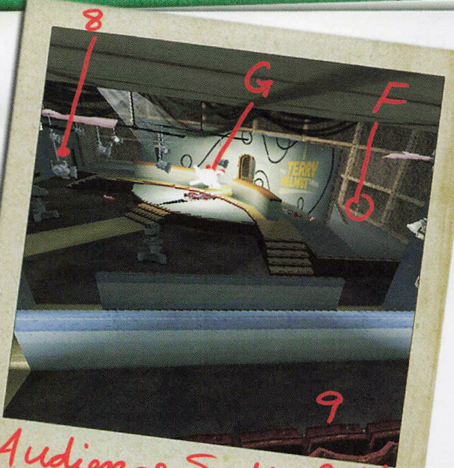
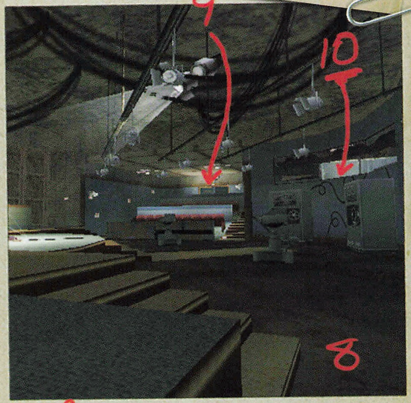
The Terry Helmut Studio



Audience Seating Left



Audience Seating Right

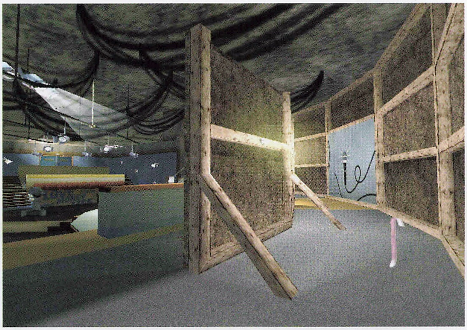


Stage Door View

You reach a stairway landing that splits off in two directions. Each branching hallway leads to a doorway to the same studio, "The Terry Helmut Show" studio. The right hallway leads to the right section of studio's stadium seating **[7]**. The left and lower hallway leads to an open doorway **[8]** near the stage. Begin the shootout by heading to the lower stage door entrance. Wall Squash, then Swing Out and shoot at the enemies within sight inside studio.

There are four Bloodhounds armed with Handguns in the studio and three more with Uzis up in the control booth **[10]**—you'll have a hard time shooting these guys until you control the studio floor, or gain access to the locked control room. If the Bloodhounds move into positions that are difficult to hit, run upstairs and enter through the upper door **[7]**. Duck behind the short wall and pop up over the seats to shoot the Bloodhounds from this different vantage point. Continue to move between doorways (using the connecting hallway) for better shot opportunities until all the Bloodhounds in the studio have been defeated.

Enter the room cautiously to avoid the shooters in the booth. Collect dropped Handguns and get behind the stage props. Find the **Crowbar [F]** and swap it with the Handgun. Use the Crowbar to unchain the control room double doors **[9]**, then return to exchange the Crowbar for your discarded Uzi. Or, just shoot the lock off the door and don't worry about swapping items.



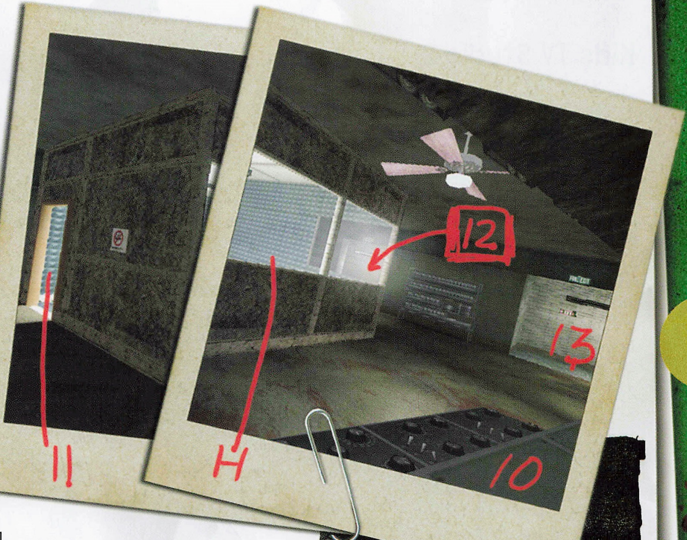
Wii Sniper Rifle

The Wii version contains a **Sniper Rifle [G]** on the stage between the props. Use this weapon to pop any of the control booth Bloodhounds that expose themselves in front of the high windows. Even if you empty the rounds currently available, do not leave the Sniper Rifle; there's more ammo to be found up ahead. This weapon is critical to your success in the final battles of this mission. If you don't take it, you'll find yourself returning for it each time you fail the final Checkpoint challenge.

Control Booth

After breaking the chain on the control booth doors **[9]**, slowly open the door on the right while remaining behind it. Lean out and look around the door to peer into the control booth. One Bloodhound stands guard in a nearby shadowy corner. Sneak up to him when his back is turned and execute the Bloodhound quietly.

Take his Uzi and Wall Squash on the corner wall beside the water fountain. Swing Out and shoot the next Bloodhound near booth windows **[10]**. You could also rush into the sound booth and Wall Squash against the forward wall, then fire your Uzi on the Bloodhound.

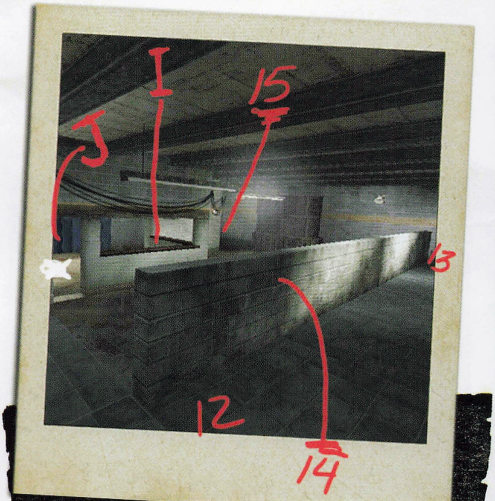


Enter the small sound room **[11]** and collect the **Medicine [H]** before you duck under the windows on the left side. Another Bloodhound enters the room through a back exit **[12]**. Pop up and shoot him through the window, then collect his weapons and exit the control room through either doorway, **[12]** or **[13]**; each leads to the dressing room.

Dressing Room

Run into the room and duck behind the nearby half wall **[14]**. Pop up and shoot the three Bloodhounds. They're all packing Uzis, so only pop up to shoot when there's a lull in the gunfire (during reloads or lack of interest).

Once all three Bloodhounds are dead, collect their weapons. Notice the **Crowbar [I]**, which is located in the locker room. Also, grab the **Medicine [J]** in one of the lockers. On the Wii you can find **Uzi Ammo** on the floor in the locker room. Use the Crowbar to break the chains from the door at the end of the connecting hallway **[15]**, or shoot it with the Uzi. Return to the locker room and swap out the Crowbar for your Uzi, then head through the newly unlocked doorway.



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Kids TV Studio 2

The first room in the Kids TV Studio **[16]** is devoid of enemies; however, there is a Bloodhound at the entrance of the adjacent set **[17]**. He stands near two crates in the shadow of the hanging bunny host **[18]**. Run up to the side of the wide entrance and shoot this Bloodhound using Wall Squashing and Swing Out maneuvers. Next, shoot the two Bloodhounds at the back of the kids' TV set. One enemy is behind the playhouse **[19]** and the other is in a trench **[20]** on the left side of the room. Use the crates for cover if you can't get a clear shot from beside the entrance.

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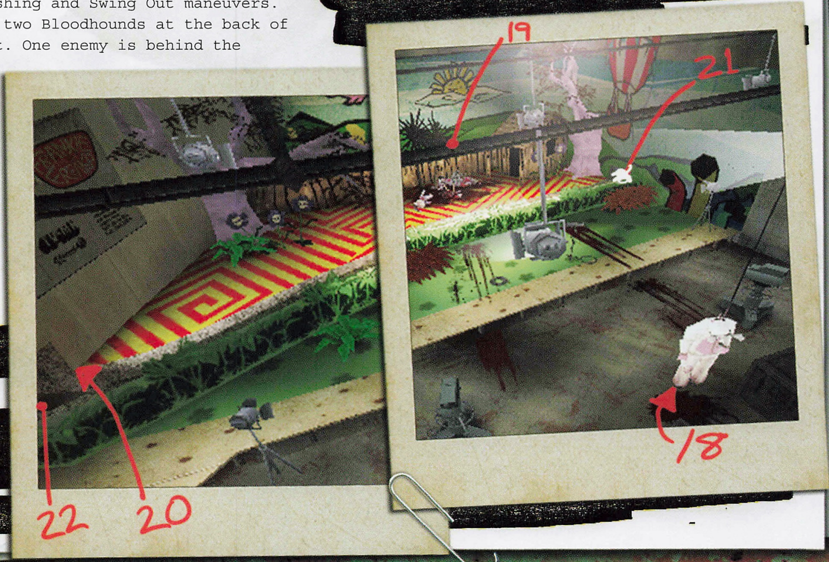

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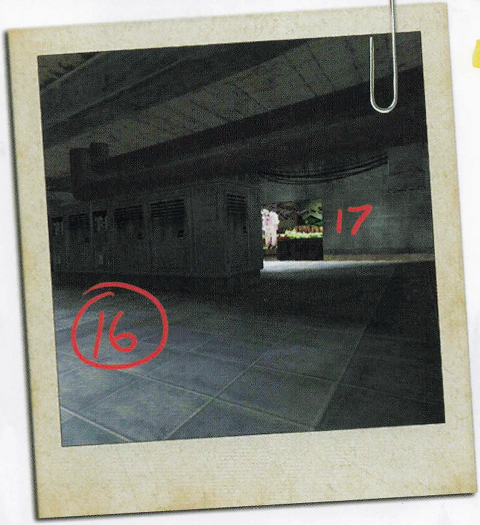

Locate the crawl space **[21]** that connects the right service hallway to the set. On the Wii, you can find **Uzi Ammo** at the end of this service hallway.

Reload your weapon and make sure you have full health. Head back to previously missed Medicines if necessary, then return to this spot and crawl through the small hole on the left side of the trench **[22]**.

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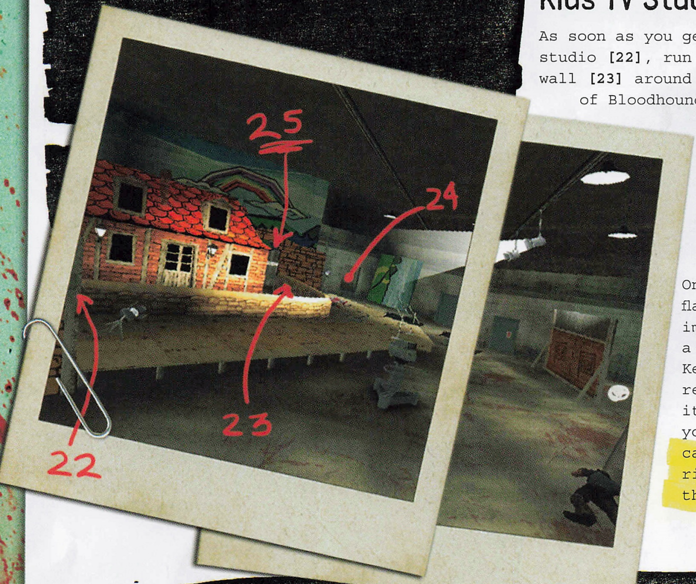
Kids TV Studio 1

As soon as you get to your feet in the next studio **[22]**, run forward and duck behind the wall **[23]** around the set house. A small army of Bloodhounds pours into the room through the door on the left **[24]**. Pop up and begin shooting as they enter to avoid fighting more enemies than necessary in the same room.

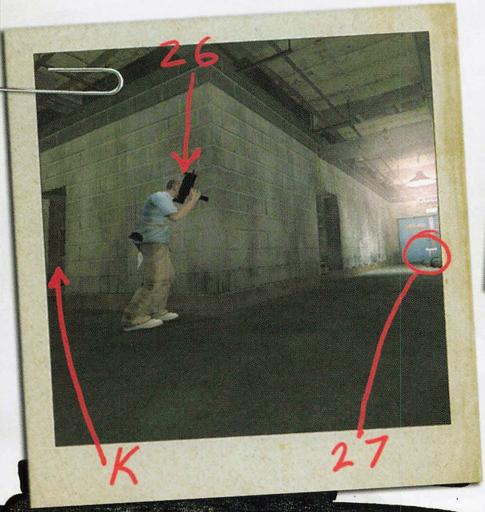


On the PS2, an enemy may try to flank you through the door to your immediate left, which gives him a clear shot into your trench. Keep an eye on your radar to be ready for this if it happens. If it does, make killing this guy your priority. On the Wii, you can find **Uzi Ammo** in the back-right corner of this room, behind the wooden prop.

[redacted]

Connecting Hallway

Once all are dead, collect weapons and head through the doorway **[25]**. Wall Squash against the next hallway corner **[26]** and shoot the Bloodhound who does not move from his post at the end of the corridor. There's a **Crowbar [K]** inside the small room in this hallway; use it to break the chains from the doorway **[27]** (or use the Uzi to shoot the lock). Head through the newly opened door to reach a Checkpoint.



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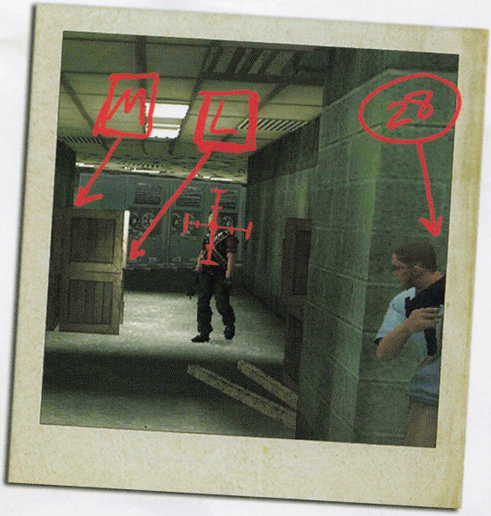
Five Past High Noon Hallway



As soon as you enter this hallway, run to the hallway outcropping to the left **[28]**. Wall Squash and Swing Out to shoot the nearby Bloodhound. The sound of gunfire brings two more Bloodhounds from further down the hallway. Be patient; waiting to shoot until they're close saves ammo. Collect their weapons.

[redacted]

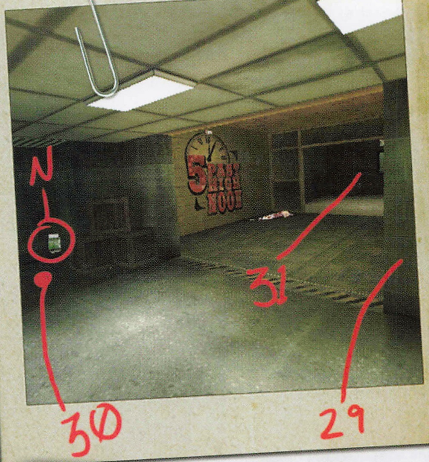
On the Wii, you can find **Sniper Rifle Ammo [L]** in the hallway, behind the first stack of crates on the left. You can also find **Uzi Ammo [M]** in the left corner of the first clearing.

[redacted]

Five Past High Noon Entrance

Run to the right side **[29]** of the studio entrance, then Wall Squash and quickly prepare to Swing Out and shoot an enemy that enters your hallway when you approach the entrance. Try to shoot him before he enters the hallway. A second guy may run into the hall, so be prepared. On the Wii, this may be to difficult; you may want to slowly walk toward the entrance with your Uzi drawn, ready to perform a headshot on these guys.

Find the **Medicine [N]** in the next corner, but only use it if you really need it. Just running across the open doorway is hazardous, as the many M16-toting enemies inside the western studio **[31]** begin firing on you through the entryway.



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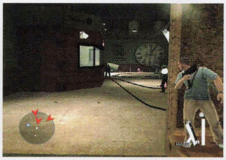
Wii Snipe

On the Wii, you can stand near the medicine **[30]** and snipe a few enemies inside the studio **[31]**. Conserve ammo and aim for headshots. You need to save your bullets for the final bout in the garage, following this studio shootout.

Five Past High Noon Studio



Most of the enemies in the western studio are armed with M16s, making this a very dangerous situation. Begin by running into the entrance and Wall Squashing against the wooden corner **[32]** near the main entrance. By Swinging Out around this corner, you can shoot and kill the closest enemy near a camera **[33]**. (This is the second guy who you can lure out into the previous hallway.) The enemy in the control booth soon replaces this man's position by the camera. Wait for this moment before you move, because if you made a move that made him remain in the booth, any other move into the room would be much more dangerous.

Next, try to take out the distant gunman **[34]** beyond the control booth **[35]**. He's tough to hit from this distance. If you have a good supply of ammo, keep on him until he drops; otherwise, wait to deal with this guy. On the Wii, you can snipe this guy from the previous hallway. Your position **[32]** is also very good for Swing Out sniping, allowing you to clear the room from there.

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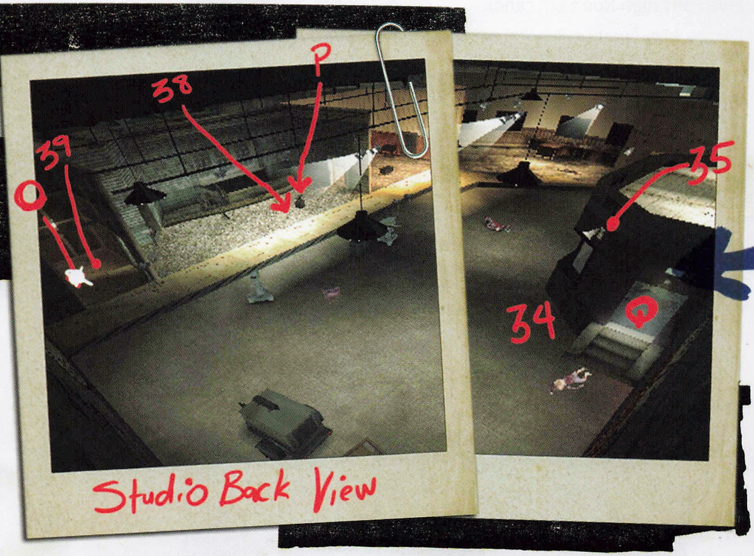


Studio Back View

The first stage to the right has a large, overturned table good for taking cover behind and popping up and shooting enemies. You could use this cover or…

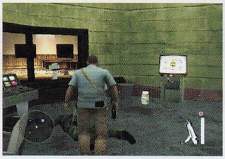
Enter the main room as you run toward the control booth to stay covered in case the guy **[34]** behind it is still alive. This leaves you open to the enemy in the nearby set **[37]**. Shoot him from a distance. Begin moving toward him to get a clear shot, then Swing Out to the left and shoot the enemy **[34]** behind the booth, who is now visible.

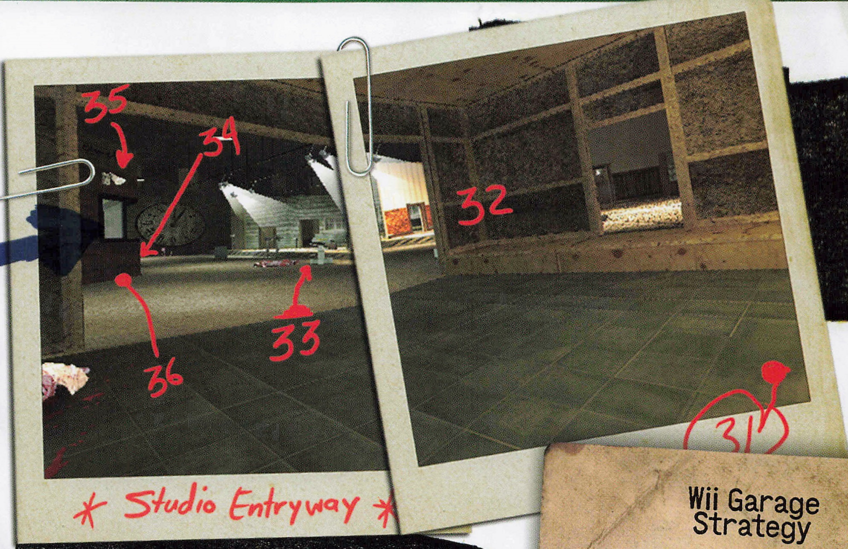
With those two gone and no one in the booth, you can now use the wall **[37]** in the second set as cover from the remaining enemies in the next set **[38]** and those who arrive through the back door **[39]**. Use Swing Out through the doorway and around the outside of the set wall to finish everyone off. On the Wii, there is **Medicine [O]** in the backdoor nook.

[redacted]

Preparing for Garage Battle

Collect all the M16s in the room. There's a **Crowbar [P]** inside the small chest on the stage, but you can just shoot the lock from the next door. Enter the control booth **[35]** and find the **Medicine [Q]** near the crazy kiosk. Activate the Kiosk to play a brainwashing program. Use the Crowbar or shoot the lock to break the chains from the doorway in the back of the control room. If you swapped out the Uzi for the Crowbar, return to the chest **[P]** and swap them back again so that you have the Uzi in the next battle. Now reload weapons, then head through the doorway and into the elevator. Press the switch to go up to the garage.





* Studio Entryway *

Wii Like to Snipe

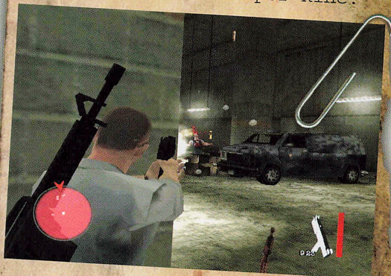
In preparation for the garage battle, Wii players should keep the Sniper Rifle and Uzi and forget about the M16.

Garage Battle

The garage battle can be won from the safety of the elevator, as long as you have enough ammo to hold out. Wall Squash on the left side of the elevator—over the switch. Swing Out and shoot the many enemies in the garage. Back up arrives as you clear the room. When the M16 runs out, use the Uzi; if that doesn't do the trick, run into the room and dash to the downed enemies' M16s. Be careful around vehicles; they explode when they are shot up enough. Take cover behind the columns, then Swing Out and continue the fight. When the last enemy is dead, the mission ends successfully.

Wii Garage Strategy

This battle is manageable on the PS2; however, the Wii version can be very tough, especially if you don't have the Sniper Rifle. Remain in the elevator in the same location and perform Sniping Swing Outs. Aim exclusively for headshots to conserve ammo. When you run out of sniper ammo, switch to the Uzi. If the Uzi ammo expires, you'll have to make a dash for dropped weapons in the garage. If you conserved your sniper ammo from the moment you obtained the weapon and got only headshots when you needed to use it, you can get through the garage challenge with nothing but the Sniper Rifle.



DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
Est. 1932

ALTERED STATE

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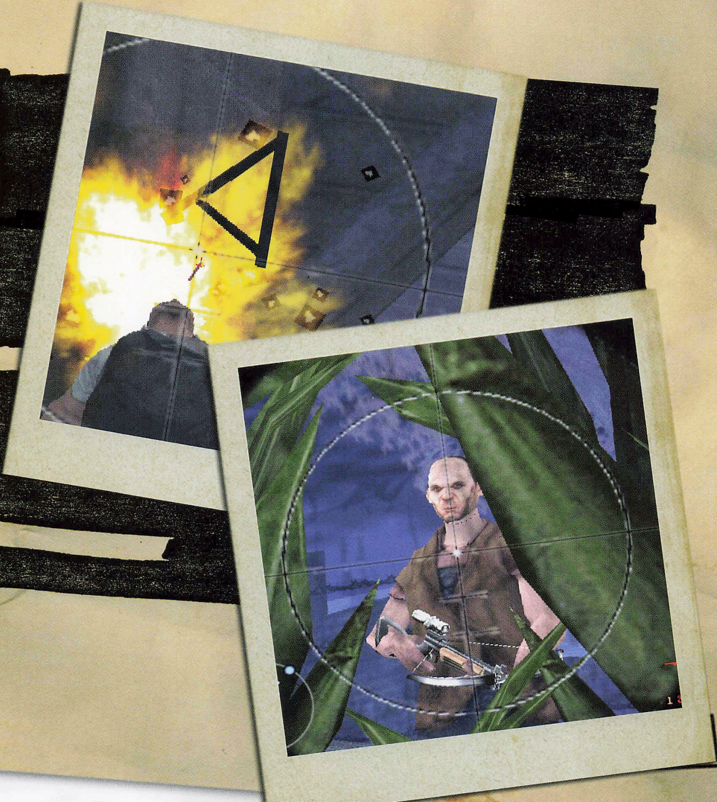

Find a Way Out of the Studio Back Lot

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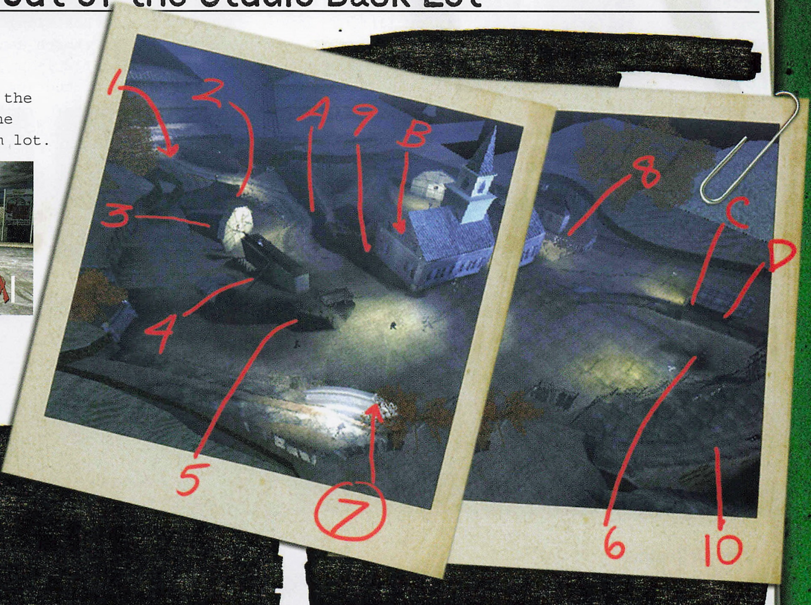
Back Lot

Danny and Leo leave the TV studio through the external western film lot.



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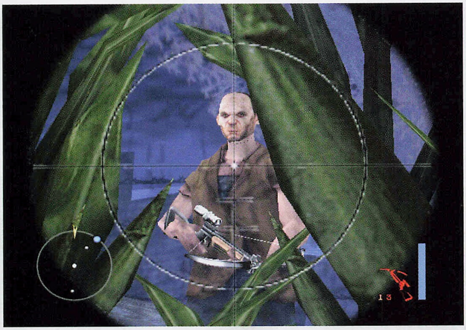
You begin this mission with the M16 in hand. It has 30 rounds remaining, so be light on the trigger. Notice the yellow barrels near the entrance to the road. You can shoot them to blow them up. From the studio's back alley **[1]**, run down the dirt road and leap over the first section of the wooden fence **[2]** on the right. Quickly move into the shadow behind the barn prop **[3]**. Knock on the prop to lure the Bloodhound, then shoot or execute him.

QUIET! Filming in progress
0:30

Four other enemies appear on the radar at this time. Proceed into the shadow of the next large prop **[4]**. You can shoot a few of these enemies by aiming through the corn **[5]** or knock on this prop to lure the enemies closer for silent executions. The enemies in the western garb are armed with Crossbows; you can get your hands on one as soon as it's safe to approach a dead body.

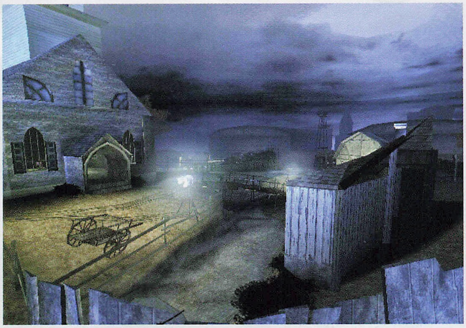
The **Crossbow** works like the Sniper Rifle, except you cannot strafe while in scope mode unless you're playing the Wii version. Headshots kill with one shot; otherwise, you need to shoot enemies with two bolts to bring them down. You can reuse bolts that miss their targets by running over them (you often see them glowing and stuck in the side of wooden objects.)

You can scope and shoot the remaining enemies with the Crossbow from the corn shadows **[5]** or the previous two prop shadows (**[4]** or **[3]**). Scan the area around the church **[B]** for most of them. You can also take out a couple of enemies on the other side of the boundary fence **[6]**. This barrier keeps you from progressing further through the back lot. You need a **Crowbar [B]** from the church to pop open the lid on the sewer pipe **[7]**.



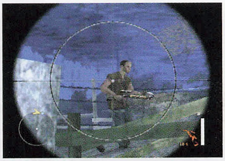
Church Crowbar

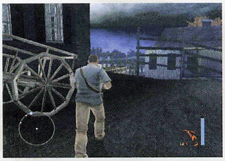
Enter the church and grab the **Crowbar [B]**. Entering the church triggers the appearance of four more enemies who try to close in from two different sides. Quickly flee the building and climb over the fence at the front door. Run behind the house prop **[8]** and duck into the shadows.



[redacted]

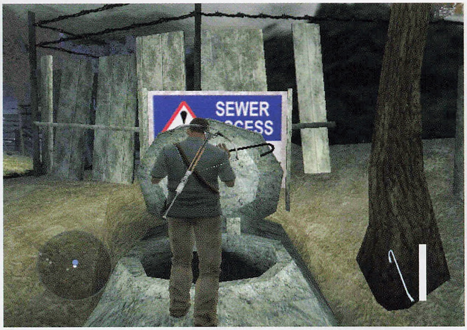
From the shadow and the edge of the building, scope out the new arrivals. When you can no longer spot them from this position, head along the prop shadows, around the church and to the shadowy, raised corner **[9]**. This is an ideal place to scope and shoot the rest of the arrivals.





Through the Pipe

You can find **Medicine [C]** in the small shack beside some **Barbed Wire [D]**. There's more **Barbed Wire [A]** near a light next to the fence.

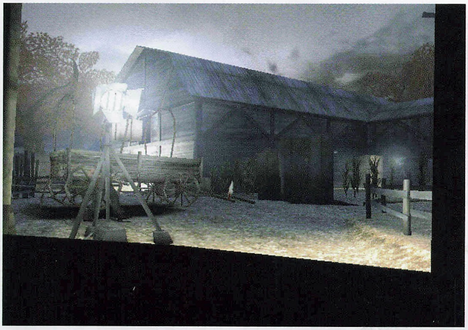


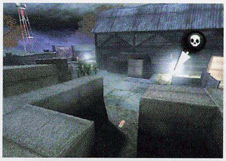
Use the Crowbar to pry the lid off the pipe **[7]**, then climb in. This path leads beyond the boundary fence. If you didn't already kill the Bloodhound on this pathway through the pipe, do so now using the Crossbow, or lure him near the shadowy pipe interior and silently execute him.

Get Inside the Barn

Barnyard

Step into the dark shack **[11]** with a view into the barnyard to reach a Checkpoint. There are a few ways to clear the barnyard of its four enemies. You can pretty much take out all the enemies both in front and beside the barn from this shack by using the Crossbow and making headshots. If the enemy gives chase through the shack, just retreat to the pipe shadow and shoot the pursuing enemies from there.

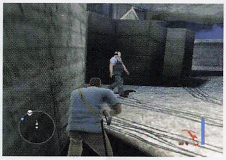


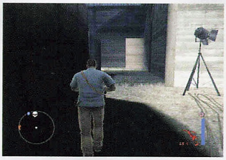


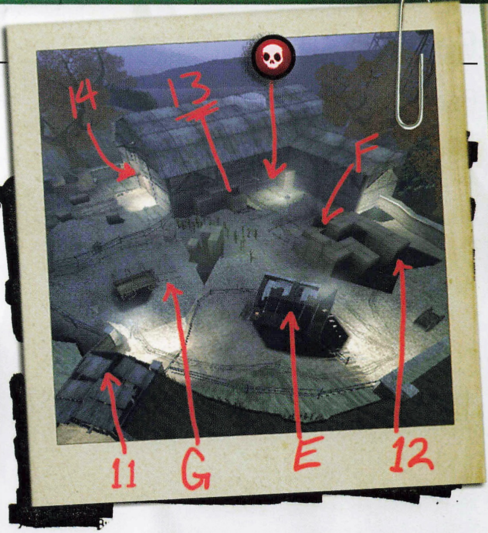
The problem with the previous strategy is that killing all the enemies, or just the ones on the right side of the barn, ruins your chances of using the Meat Hook on the side of the barn for an EE.

EE: Meat Hook

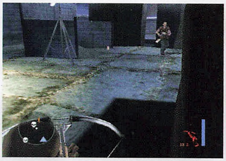
Climb out of the shack and go into the barnyard when no enemies are looking. Jump the fence to your right and enter the dark shack with the **Medicine [E]**. While observing enemy movement on the radar, move from the shadows around and over the fence on the right side of the shack. Remain in the right shadow until you can run for the haystack shadows [12]. There are **Crossbow Bolts [F]** between the haystacks and a **Glass Shard [G]** near the wagon.

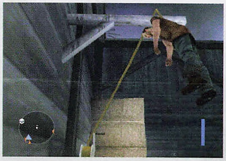






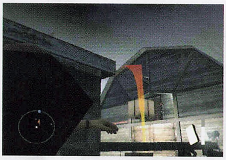
Walk around the hay perimeter and run into the corner shadow **[13]** created by the haystack near the Meat Hook on the side of the barn. Lure the enemies to the Meat Hook with thrown lure items or knock on the Meat Hook and run back to a shadow (there's a brick near a small pile of hay close to the Meat Hook). If you continually get more than one enemy here, shoot one in the head with the Crossbow and try again.

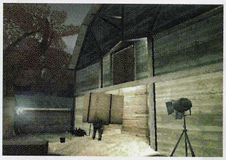




Dropping the Hay Bale

Defeat the two enemies in front of the barn if you haven't already. Raise the Crossbow scope and take aim at the rope **[14]** holding the suspended hay bale above the barn doors. Shoot the rope to drop the hay. You could kill an enemy by luring him under the bale first and then dropping it. This is not an official EE, however. Climb up on the hay bale, then climb into the barn through the high window to reach a Checkpoint.

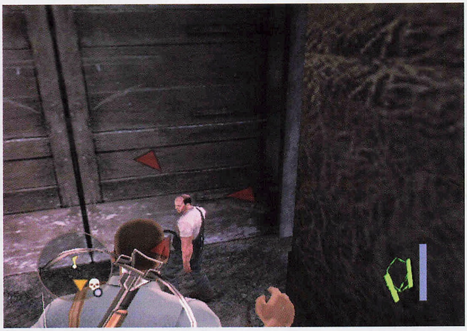




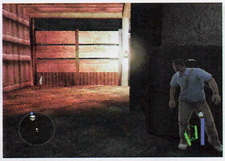
Get Out of the Barn

Barn Interior

There are three enemies on the first floor of the barn and four more on the top floor. After dropping into the barn through the hay bale window, climb up to the shadowy gap in the hay bale stack dead ahead. Throw a lure item at the barn doors to attract the nearby enemies. When one remains and the other leaves (if two show up to begin with), perform a Jump execution from the haystack. Repeat this as many times as needed. Even if you attract the attention of the enemies upstairs, this is always a good escape location.



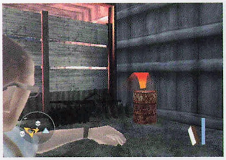
EE: Barrel



Go around the barn and find the EE Barrel in a stall on the left side of the barn. Go to the left from the barn entrance to find a **Glass Shard** in the first stall and **Medicine** under the stairs to the second floor.

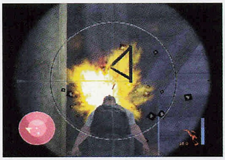
[redacted]

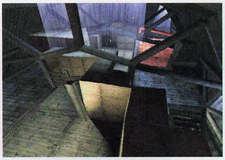
Since you can lure the upstairs enemies below, you could defeat all the first floor enemies, then lure the upstairs enemies to the EE: Barrel. There's a large shadow in the Barrel stall, making this an easy operation. There's also a low back wall to climb over to make it even easier to enter the shadow inside. This is useful for quick hiding when luring enemies from outside the stall.



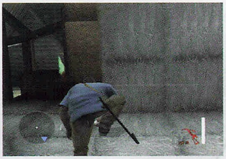
Barn Second Floor

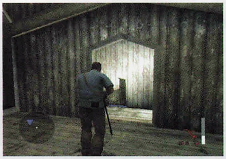
If there are still enemies on the upper level, then slowly climb the stairs but stop when you can see down the hallway through the Crossbow scope. Look for the enemy patrolling the far end of the first corridor. A few of these guys are armed with Handguns. On the Wii, some enemies are armed with Uzis rather than Handguns. Swap out your Sickle for this weapon; it is useful when you leave the barn.





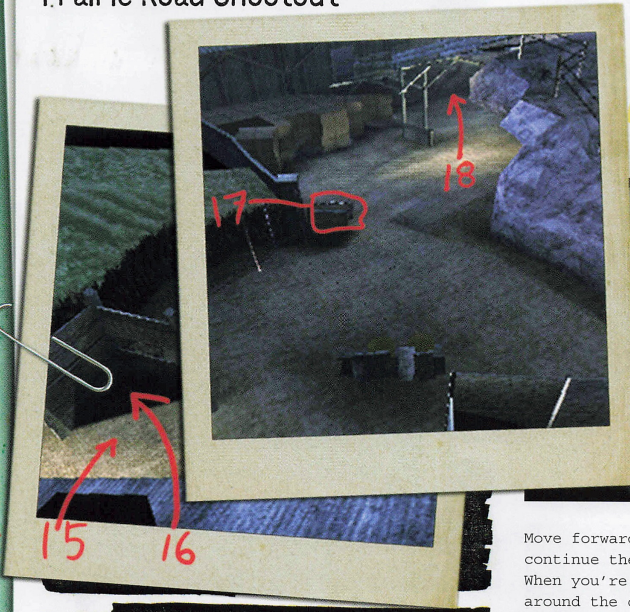
Follow the second floor hallways around to the end to find the exit that leads down a ramp and to the lot behind the barn. You could also climb over the center stack of hay (there's a **Glass Shard** on the stack) and cut over to the other side of the second floor. This shortcut is good for escaping enemies inside or for more Jump Execution options. Another Checkpoint is reached when you exit the barn. Afterward, you can no longer re-enter the barn.



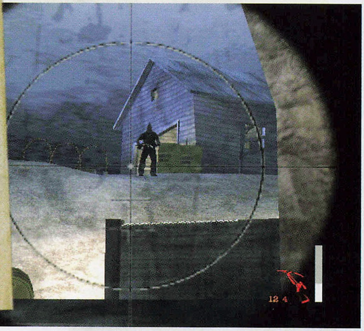


Pass Through the Farm House

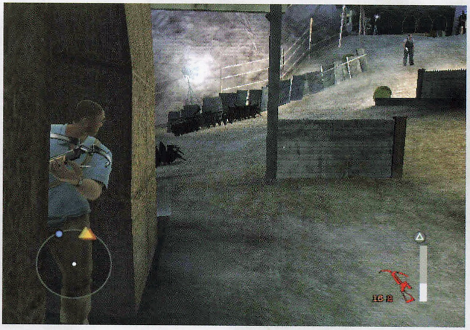
Prairie Road Shootout



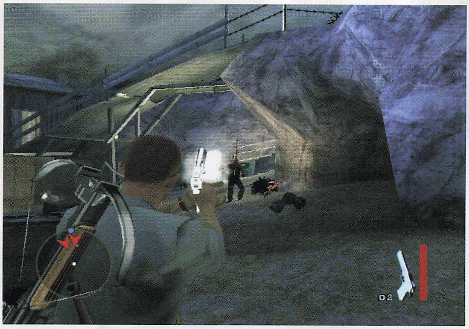
On the Wii, these guys aren't as aggressive and will most likely hang back around the farm house on the hill. While heading up the hill, start picking them off as you spot them through the Crossbow scope.



Move forward to the next cover object **[17]** and continue the gunfight if it becomes drawn out. When you're safe, continue down the road and around the corner **[18]** underneath the wooden bridge. If you want to execute, you could use the previous shadows for evading and hiding until the enemies are no longer aware of your presence. Lure them to the shadows and execute them.

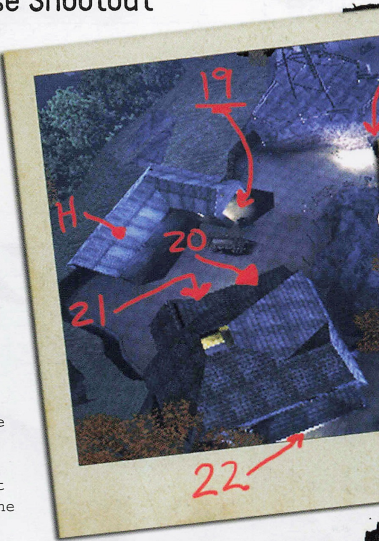


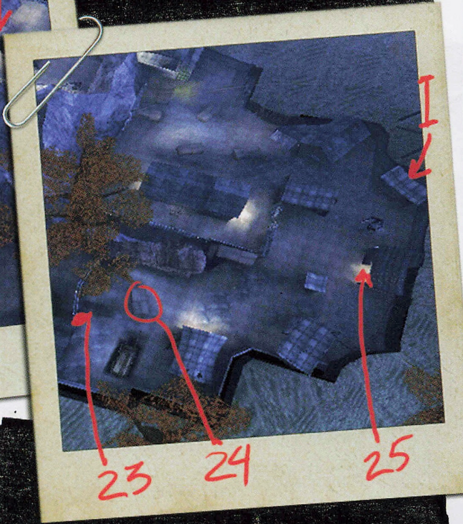
Select the Handgun and run for the nearest cover **[16]**. Wall Squash, then pop up and fire through the large slot in the wooden wall to shoot the three enemies along the road. The two Bloodhounds are armed with Crossbows and the farmer is packing heat.



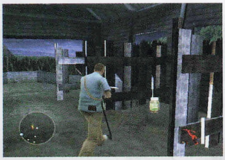
Farm House Shootout

Locate the yellow barrels and shoot them when enemies are nearby. Run up the hill, ducking into any available cover **[18]**, then use the Crossbow to defeat any enemies near the house on the hill. Proceed forward to the shadow beside the stalls **[19]**. Move out enough from the shadow, then shoot through the window to get the guy **[20]**.





Inch out further to the edge of the shadow, then score a headshot against the enemy **[21]** perched on the second floor balcony. Enter the barn; if you find someone in there, execute him. If he's outside, Wall Squash below the stall window in front of the **Medicine [H]** stall, then pop up and shoot him. Next, enter the farm house.



Farm House Interior

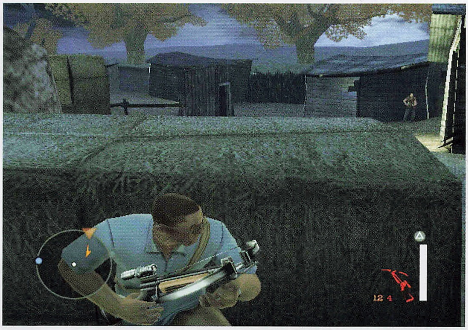
Enter through the front door. If you shot the enemy who was visible through the window, as well as the one on the top floor balcony, you will encounter only one foe inside the house. This Bloodhound appears as you enter the kitchen (first room on the right).

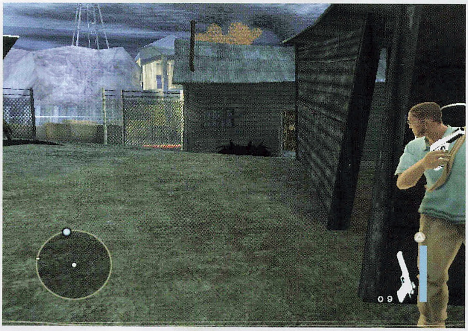
You'll spot the guy two rooms away through the two adjacent open doorways. Try for a headshot with the Pistol. Enter the back room with the very bright light shining through the dirty window **[22]**. Smash the window and climb into the backyard. Enter the shed and creep through the narrow window **[23]** near the bright studio light. You reach another Checkpoint in the next lot.

Find the Exit and Escape

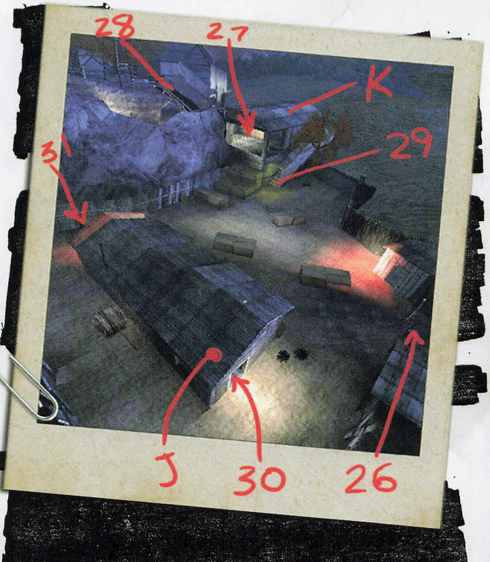
Farm House Backyard

Quickly take cover behind the hay bales **[24]** and shoot the two farmer enemies near the next shack. One is packing a Pistol and the other has a Crossbow. Use the Crossbow and aim for headshots to finish them off quickly, then collect their weapons. When you pass the building on your right with the bright light **[25]**, look for two distant enemies running through the compound fence **[26]**. This is the lead-in to the end battle challenge. Find the **Medicine [I]** in the shack and use it to top off your health; once you pass through the compound gate, you cannot exit—the gate locks behind you.

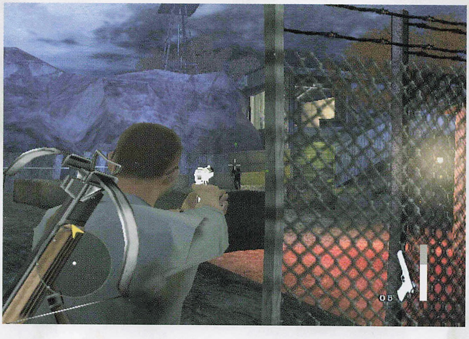




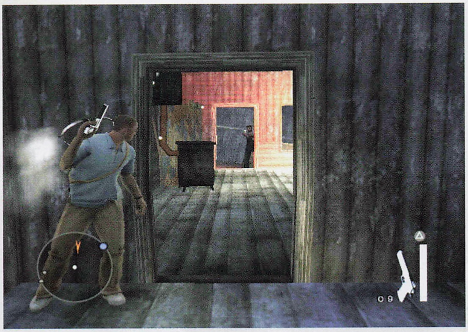
Compound Battle



The big battle does not begin until you approach the large bridge house. The farmer **[31]** with the gun hides behind the two-room shack. The Bloodhound has climbed up a stack of hay to enter the bridge house; he stands in a large, open window facing the compound. There's a **Medicine [J]** bottle in the first room inside the shack. There's also a **Medicine [K]** bottle in a dark corner inside the bridge house. You can easily spot it if you enter via the long, covered stairs **[29]** on the right side of the building.



The goal of this final compound challenge is to turn the door crank **[27]** in the bridge house to open the back door that leads to the bridge **[28]** you passed under earlier. Reaching the end of this bridge completes the mission. The problem is that the crank is exposed to the enemies who flood into the compound when you approach the bridge house. So, in theory, you could defeat some enemies and then turn the crank while being shot at, thereby ending the mission without clearing the compound.



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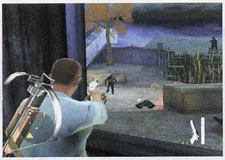


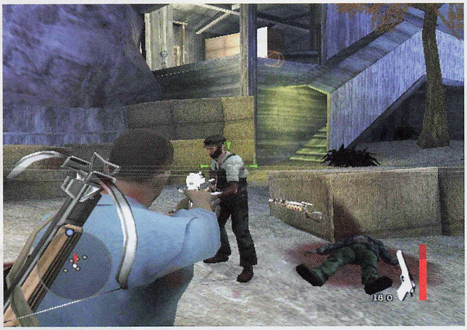
The safer strategy is to defeat all the enemies, primarily from the safety of the shack **[30]**. The foes entering the compound very rarely enter the shack; however, you can use the doorways for cover and perform Swing Out attacks if one of them does venture inside. Remember to use the yellow barrels to your advantage.

[redacted]

[redacted]

[redacted]

The windows that open to the compound are the best areas to camp. Wall Squash below them and pop up to shoot when you get a clear shot. The new arrivals hop over the fence behind the shack, so you may need to venture outside to finish things up or collect dropped weapons if you run low on ammo.



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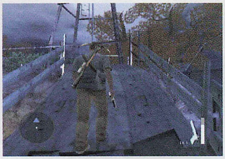
When everyone is dead, enter the barn and shoot the Bloodhound. Turn the door crank **[27]** a few times to open the backdoor completely, then flee to the end of the bridge **[28]** to complete the mission. Danny rescues Leo from the windmill, but is ambushed once again by Dr. Whyte. The good doctor manages to fully inject him, causing Danny to pass out.



DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
EST. 1932

DOMESTIC DISTURBANCE

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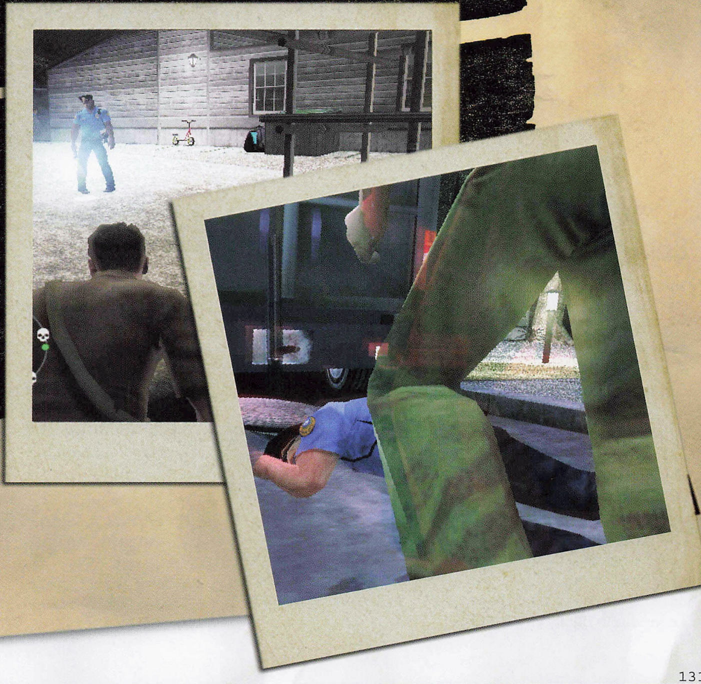


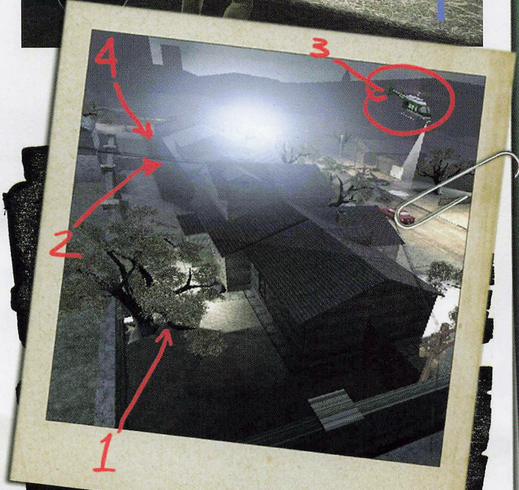
Get the Pliers from a Garage

Danny is in bed. Dr. Whyte comes in and explains about the Project—they were trying to make the perfect weapon by implanting a dual assassin personality into a normal person. Neither personality would be aware of the other and the assassin could be switched on and off at will. Danny, being a Project scientist, agreed to test this on himself. Unfortunately, things went horribly wrong—he and Leo, the assassin, became "partners" and went rogue.

This mission is a flashback. Leo takes control of Danny and prowls through a suburban neighborhood in search of a final target. Leo ultimately reaches his destination: the home of Daniel Lamb, with his wife waiting in the kitchen.

Car Alarms

When car alarms are tripped, hunters come to investigate. This can be used to your advantage. Just throw an object at a car to trip its alarm and lure a curious hunter into your area for a kill.

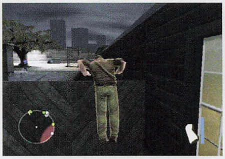


Suburban Neighborhood

The current objective is to locate the Pliers in the chest inside one of three different garages. The exact location is completely random. The garages are indicated on the radar as green dots. The blue dot represents the fence you must cut once you have this tool.

A police helicopter **[3]** hovers above the street while a cop patrols the same route. Two other cops monitor the cul-de-sac while a couple more investigate properties on your side of the street. You begin this mission weaponless in a dark back yard **[1]**.

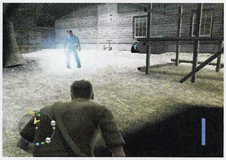
Almost every house has motion-sensitive security lights. Use the lure items to break these lamps as you approach them. Damaging the lights creates places to hide if you need to retreat.

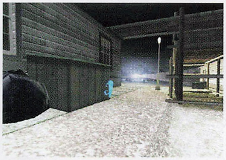


Hop over the first fence **[2]** to find a cop with a flashlight in the next yard. Even the shadows won't help you now, so do not move any further yet.

Rooftop Tactics

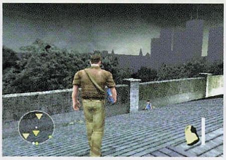
Either wait for the cop **[5]** to walk away from the house shadow where you're hiding, or throw a lure behind the nearby shed to distract him. Run to the end of the shadow near the scaffolding **[4]** and locate the **Plastic Bag [A]** near the trash bin beside the next house. In one quick movement, run through the Plastic Bag and climb the trash bin, then climb to the rooftop of the house.

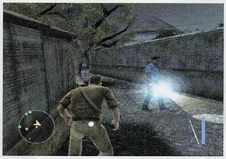


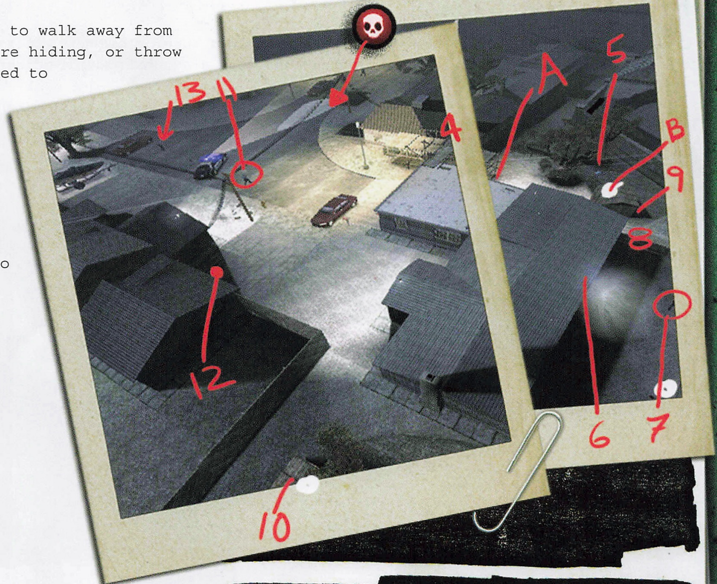


Walk to the backyard edge [6] of the rooftop and perform a Jump Execution on the second cop [7] patrolling below. You now have access to a Nightstick. When the flashlight cop is not looking, climb over the fence [8] and enter the shed shadow [9]. When the cop's patrol route takes him behind the shed, whack him with the Nightstick as he turns around and heads back toward the house. There's **Medicine** [B] inside the shed.

On the Wii, there's a **Sledgehammer** [B] in the shed instead of Medicine. There's also a **Shovel** beside the fence and behind the house where we suggested doing a Jump Execution earlier.







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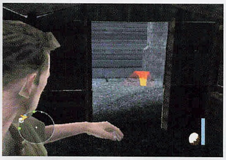
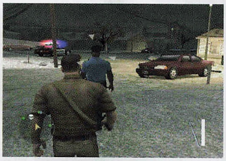
Cul-de-sac Tactic

With a lure object in hand, enter the second shed [10] (there's a brick beside it). Throw the lure item to bring the nearest cul-de-sac cop [11] into your kill zone. As he turns away from the shed to head back toward the street, execute him without the second cul-de-sac cop seeing. If he gives chase, run around a corner into a shadow or retreat to the rooftops.

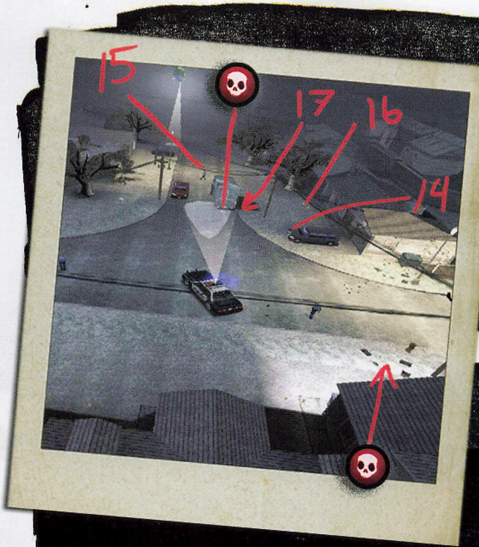




On the Wii, you'll find **Medicine** in the corner of the yard behind this shed **[10]**. There's also another **Sledgehammer** on the pile of bricks in the back corner of the shed.

Final Cul-De-Sac Cop

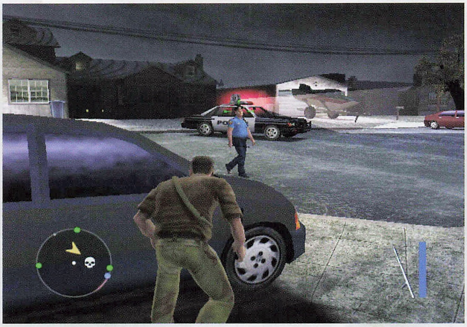
Enter the large front yard shadow **[12]**, then throw a lure or hit the walls to attract the remaining cul-de-sac cop **[13]**. When he investigates and turns away, follow him across the lawn and execute him.



EE: Manhole

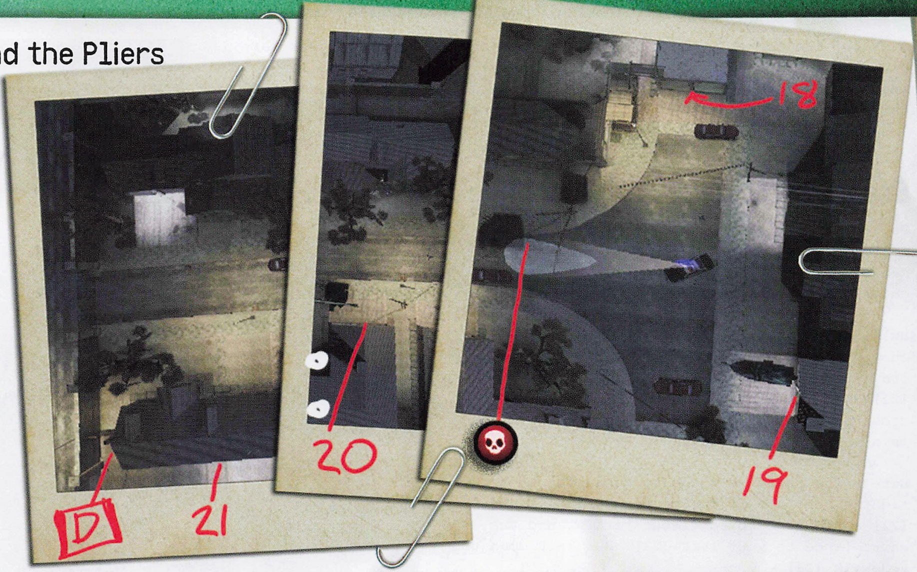
Cross the street and approach the parked mini-van **[14]**. Enter the shadow created by the vehicle to hide from the street cop **[15]**. If you're not playing the Wii version and you need a lure, use the bottles **[16]** in the front yard. This cop is hard to lure toward the manhole behind the box truck, mainly due to the helicopter noise.

Run to the box truck and hit it with the Nightstick when the cop is near and the helicopter is out of range. Step to the frontyard side of the truck **[17]** to keep out of sight (there's no shadow, so be cautious). The street cop spots the skewered cop across the street.

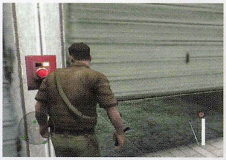


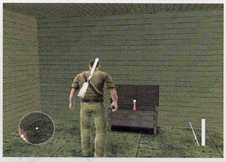
When he takes off running toward his dead pal, hide in the mini-van shadow **[14]**. From there, throw the lure item at the back of the box truck as the cop returns to his street patrol. Follow behind the cop, then execute him when he nears the EE Manhole.

Find the Pliers



Now that the cops are gone, enter the radar-blipped garages. Each one has a door switch that opens a garage door. Inside each garage is a chest. Open the chests to find either **Sheers** or **Pliers**. Again, the location is random. Look in all of the following garages: **[18]**, **[19]**, and **[20]**. After finding the Pliers, go behind the nearby house **[21]** to cut through the backyard fence.

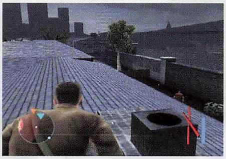




On the Wii, you can find **Medicine** behind the house located to the right (as you look at it from the street) of the home with the boat in the driveway. There's also **Medicine** on the rooftop of the house with the garage you can enter (it's closest to the fence you must cut). Look for a **Power Saw** in the shadow in front of this house between the garage and the front door.

Get Through the Fence

Traverse the backyards on your way to the fence (blue dot on your radar). You can get on top of the houses using trash bins for a boost.



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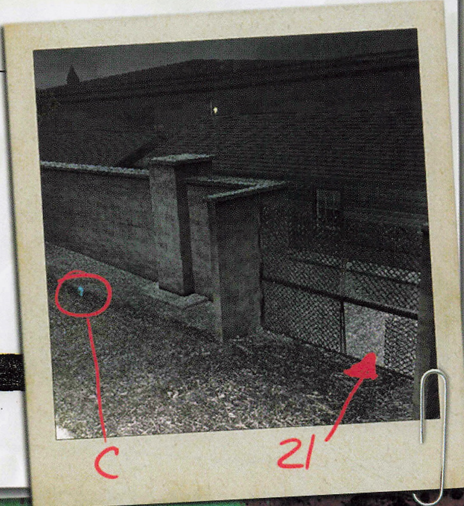
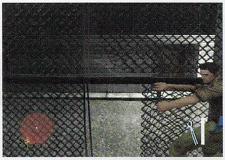
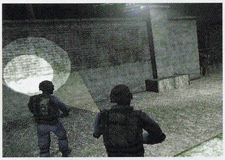


Dash for the target fence **[21]**. If you need one-use weapons, there are two **Plastic Bags [C]** near the fence—one nearly in front of the fence and another in a nook **[D]**. Cut the fence open with the Pliers, then crawl through to reach a Checkpoint and the next phase of the mission.



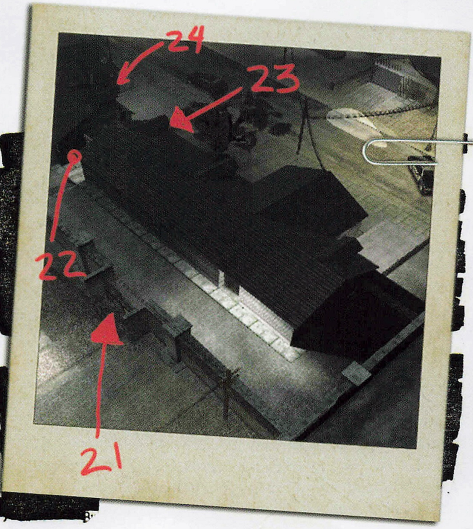
Escaping the Encroaching Police

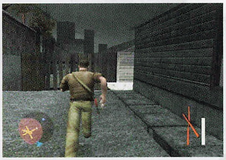


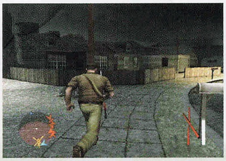
Police in full riot gear are on your heels the moment you enter the next back yard. Even worse, the helicopter has a fix on you the moment you crawl under the fence **[21]**. When in the spotlight, you're also in the crosshairs; guns are fired from above and damage is all but assured. Sprint!

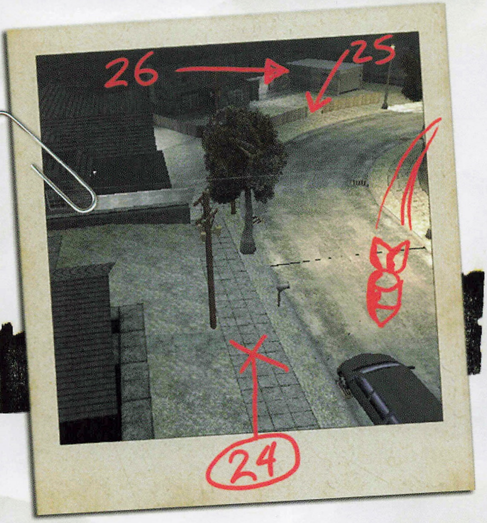
Here's the route we suggest: Run left, then turn right at the end of the house. Hop the fence **[22]** and charge to the front yard around the short fence to your left **[23]**. Run left down the sidewalk **[24]**.

There are alternate routes as well—through the house or over the far fence.

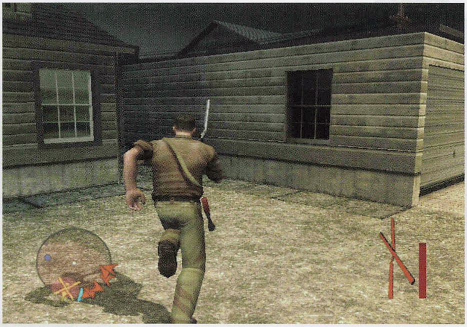




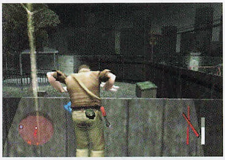




You can't run too far down the street, though. There are some cops with Shotguns at a roadblock who will drop you instantly, adding to the damage inflicted by the helicopter. The back yards are now your goal. Spot the house with the small, detached garage and front yard fence. Run through the fence opening **[25]** and head behind the detached garage **[26]**. Climb onto the trash bin in the back and use it to hop over the backyard fence.

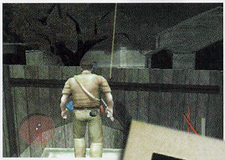


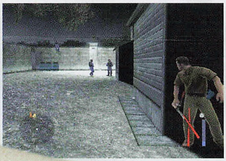
Backyard Dash

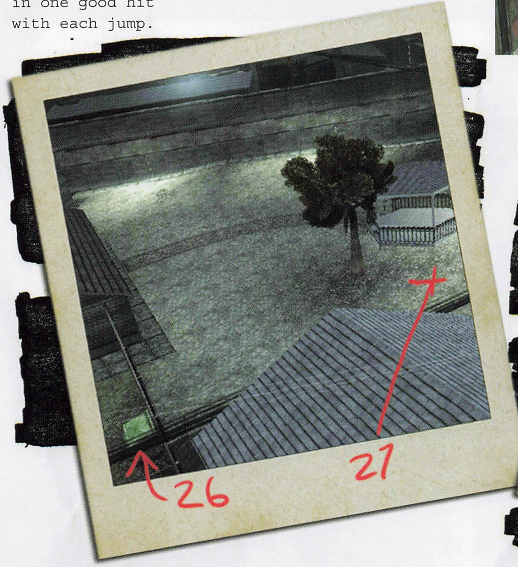


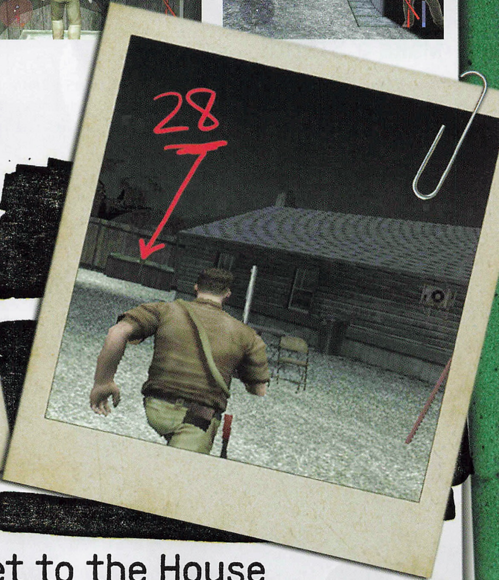
Climb the fence to reach a back yard with a gazebo **[26]**. Run to the trash bins along the fence to your right **[27]**, and use them to leap over the next fence. The cops are in hot pursuit and the helicopter usually gets in one good hit with each jump.

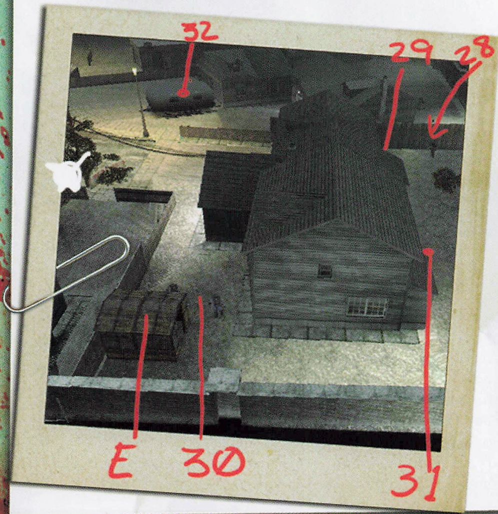
Run through the next yard past the swing set and use the trash bins **[28]** to jump the final fence before the next Checkpoint. Once on the other side, run into the house shadow **[29]** to the right. Remain in the shadows until two cops pass by, leaving two other officers to patrol the area.





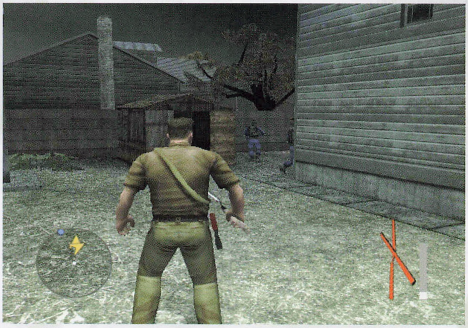






Get to the House

Move from the shadow **[29]** and look around the corner of the house to find the two patrolling cops **[30]**. If they're walking towards the shed with the **Medicine** inside **[E]**, then follow them and try to enter the shed without being detected.

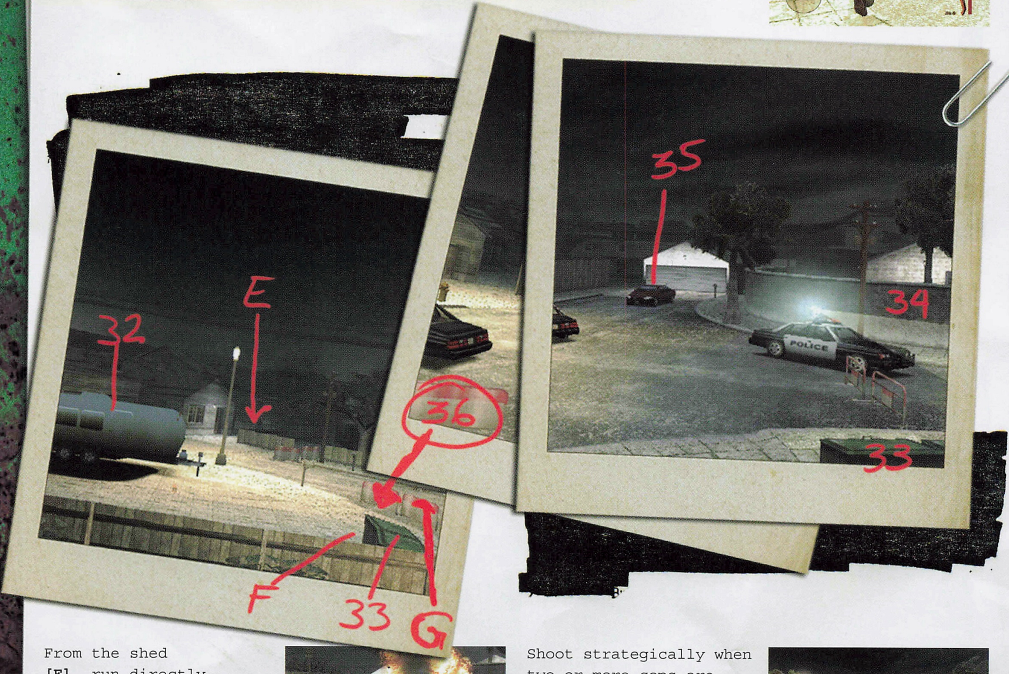


If they head into the back yard and you can't get into the shed, then enter the shadow **[31]** near the back corner of the house. Throw a lure or knock on the wall to lure one of them back. One of the guards usually enters the next front yard. If both are lured, attack the last cop who leaves the back yard and take his **Shotgun**.

If you made it inside the shed **[E]** with both cops alive and patrolling, then wait for one to leave and the remaining officer to walk in front of the shed opening. Sneak up from behind and execute him as he heads toward the backyard. Or, throw a lure out of the shed to make this happen more quickly.

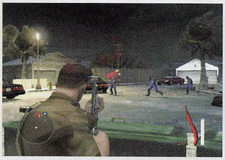
Make a Stand!

The next strategy remedies a lot of surprises and problems that could arise if you tried to sneak by the roadblock. With the helicopter no longer a threat, you can fight the cops at the roadblock with less risk. On the Wii, there is some **Medicine** in the shadowy nook in the corner of the house to the left of the shed (see yellow dot on the map).



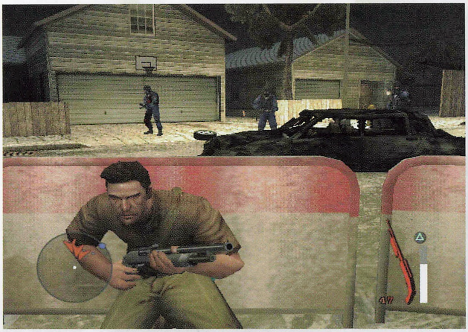
From the shed **[E]**, run directly across the street to the driveway with the parked camper **[32]**. Quickly take cover behind the trash bins **[33]** and look for some **Medicine [F]**. Wall Squash and pop up over the bins to shoot the cops at the roadblock.

Shoot strategically when two or more cops are near a squad car. As you target the officers, the shell spray will inadvertently strike the cars, causing them to explode and blowing up the nearby cops. This helps conserve ammo and shortens the battle time.

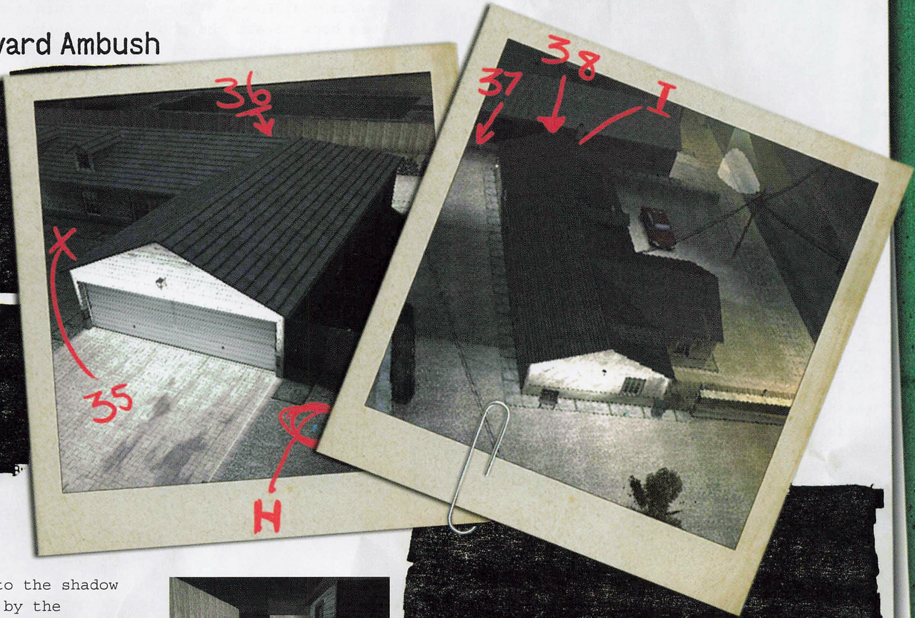


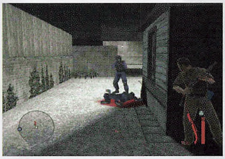
Back-up arrives over the fence **[34]** on the right (across the street) and from the next back yard **[35]**. To get the most damage out of your short-range weapon, move to the roadblock panels **[36]** and use them as cover as you finish off the cops on the right.

When the smoke clears, grab the **Medicine [G]** on the sidewalk near the light pole and collect weapons. Walk into the next back yard **[35]**. Round the corner cautiously, as two cops are stationed at the back corner of the house.



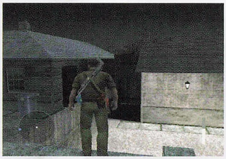
Backyard Ambush

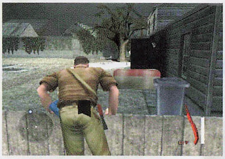




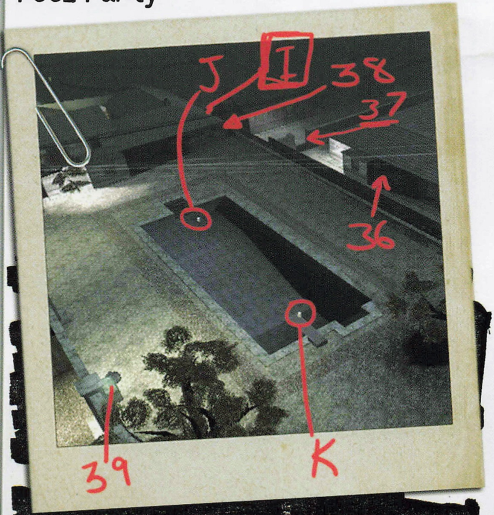
Walk into the shadow created by the outcropping **[36]** behind the house and take cover from the two cops. Quickly Wall Squash, and be ready to Swing Out and shoot the first cop as he nears. Duck back into cover and wait for the second cop to expose himself, then shoot him, collect weapons, and enter the next yard through the open fence **[37]**. You could silently execute these cops using the shadows around the house to lure, escape, and hide. Notice the **Plastic Bag [H]** near the driveway. There are more Plastic Bags near most of the houses in the neighborhood.

Enter the next yard and climb over the fence **[37]** to reach the adjacent yard with the pool. Cops are plentiful here, so duck into the shadow **[38]** between the fence and the next house. There's **Medicine [I]** in this nook.





Pool Party



You can use many different strategies to clear the cops from the pool yard, but the decision ultimately comes down to which system you're playing the game on. Defeating all the cops in an all-out shootout on the Wii is much tougher than on the PS2. Here are your options:

Run 'n' Gun

There are three **Medicine** bottles in the yard, making running and gunning a decent strategy. Run up to the nearest cop and blow him away with one shotgun blast. Strafe to avoid his attack if he pulls the trigger first. Run through the meds on the diving board and drop drown to defeat the cop in the empty pool. Leave via the steps opposite the diving board, then keep running and gunning until the remaining cops are down.

Cover

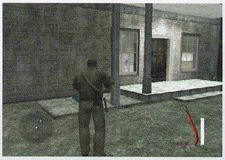
From this shadow **[38]**, move out into the yard and use the roadblock panels for cover while taking out the nearest cops. Move to the next roadblock panel to do the same, but be quick because it's easy to get flanked if you stay at one panel for too long. Use the Medicine as you get close to them.

Stealth

Remain in the original shadow **[38]** and lure cops toward you. Execute them as they turn away and head back toward the pool, then venture out into the yard and use corner and tree shadows to do the same.

Party Over

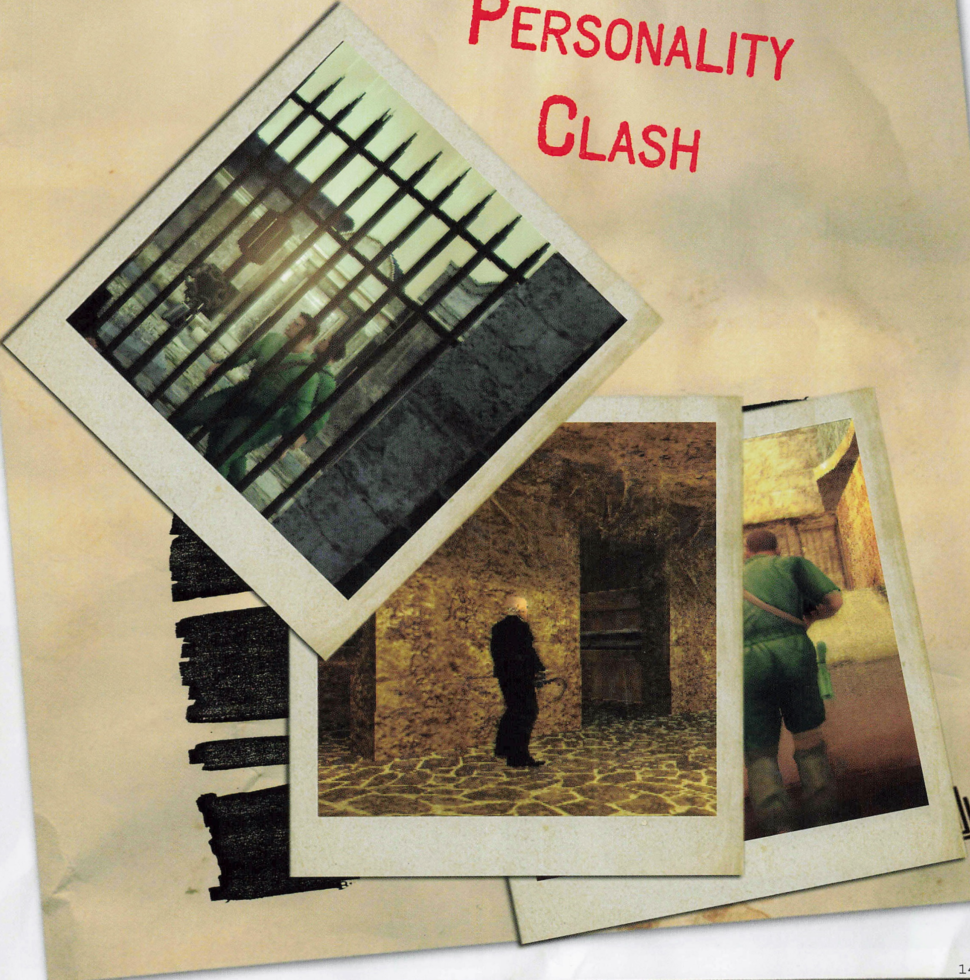
After clearing the pool area, use the trash bin **[39]** to hop over the next wall. Jump the next wooden fence and you're home free. Enter Danny's house and the mission ends successfully with Leo at your front door.



Danny still can't remember the final moments of that last night. Dr. Whyte shows him surveillance footage of the shocking truth: Leo, through Danny's body, brutally murders Danny's wife. Danny realizes the truth—under the guise of friendship, Leo has been destroying everything that Danny could remember. Without his past, Danny's mind would be easily taken over.

DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
EST. 1932

PERSONALITY CLASH



Defeat Leo and Gain Entry to the Crypt

Whispering Hills

This mission takes place in a creepy cemetery. Danny and Leo are pitted against one another in a locked-down area of Whispering Hills. As Danny, you must execute Leo to weaken his hold over you. Leo disappears and reappears throughout this challenge, but he doesn't teleport; if you watch his patrol closely, he disappears in one place and reappears further ahead just as if he had visibly walked there.

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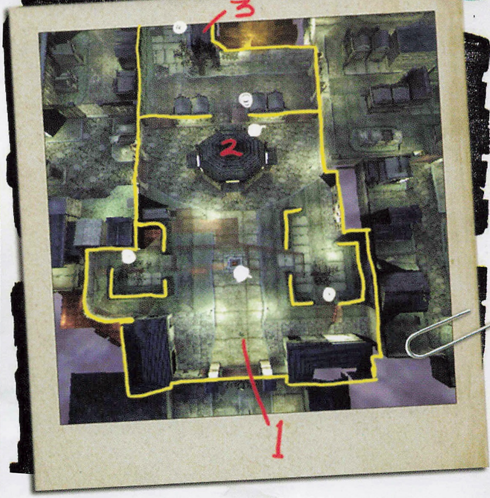

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You must silently execute Leo with the Syringe, which randomly generates in one of six locations. The six small, metal first-aid kits that the Syringe appears above are marked on the map with white circles. You begin this mission near the front gate **[1]**; Leo usually begins his route around the central gazebo **[2]**. The Syringe seems to generate on the medical kit behind the gazebo more often than any other location.

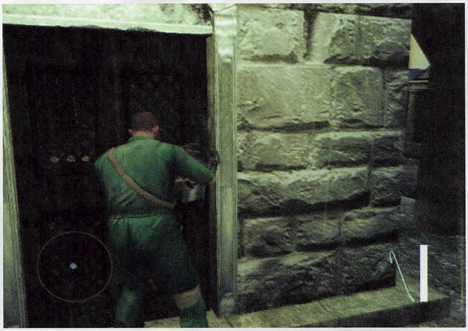
Why Won't Leo Die?

To defeat Leo, you need to either make three Hasty executions, two Violent executions, or just one Gruesome execution. We found it most advantageous to hide in the shadows inside the gazebo **[2]** and wait for Leo to inspect the inside, as he often does along his patrol route. Be careful of the gravel and puddle areas in other parts of the accessible cemetery when following closely behind Leo. He will hear your footsteps when you step on these noisy surfaces.

[redacted]

The Crowbar

Once you defeat Leo, you acquire his **Crowbar**. This weapon is used to gain entry to the crypt **[3]**. Break the padlock and enter to reach a Checkpoint.



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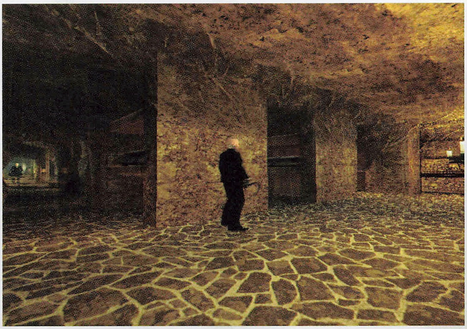
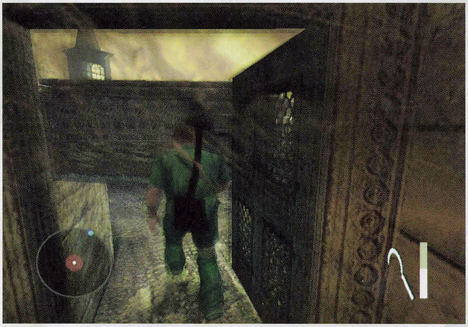
Escape Through the Crypt

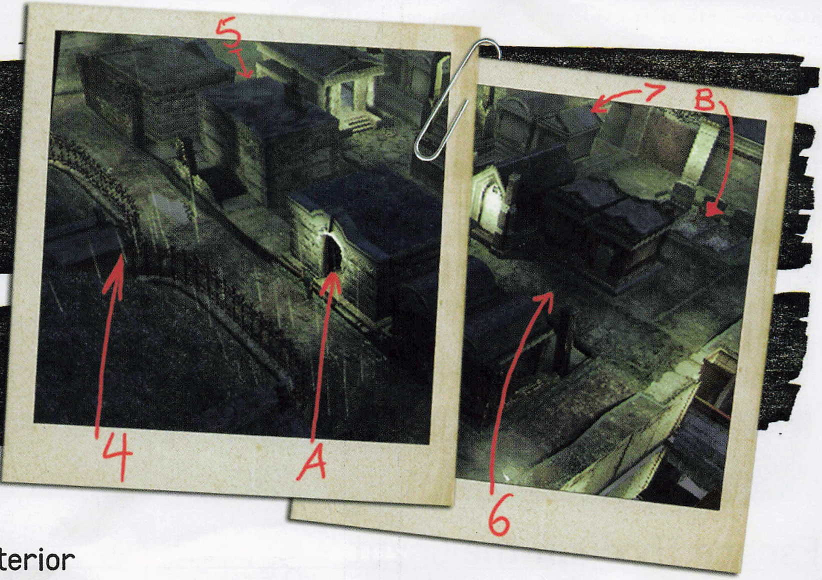
There are only two Watchdogs guarding the inside of the crypt. After breaking the padlock, the first enemy can be lured before you even enter. Just bang on the outside wall near the door and the Watchdog will approach, sometimes entering the cemetery.



Hide in the shadow beside the door, then follow the Watchdog back inside and execute him with the Crowbar before he enters the view of the second Watchdog, further down the main hallway. The many tomb shadows can be used for hiding inside the crypt. Work your way down the main hallway, then lure and execute the second Watchdog with the Crowbar or the Sickle taken from the first Watchdog. Exit the crypt through the doorway on the right side at the far end of this area.

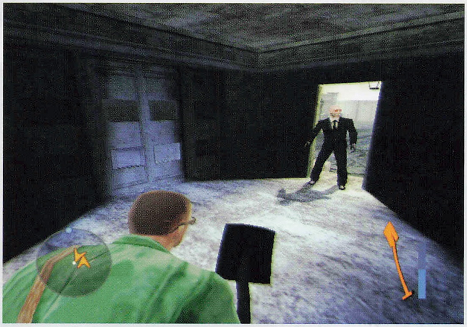


Locate the Entrance to the Underground Catacombs

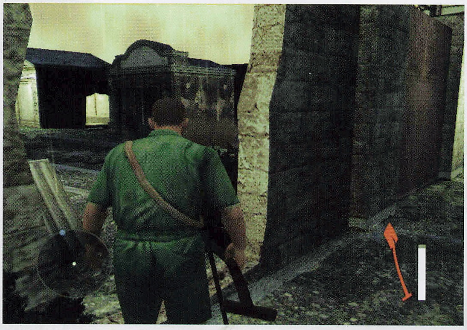


Crypt Exterior

You exit the crypt through its far doorway **[1]** and obtain a new objective: locate the entrance to the catacombs. Doing this secures the next Checkpoint. There are two more Watchdogs in this section. As you exit the crypt, one Watchdog **[5]** patrols an area behind the left corner mausoleum while the other patrols the right corner **[6]**; neither of these enemies can see you when you exit.



Avoid making footstep sounds in the puddles and gravel areas around here. Use the shadows of the surrounding mausoleums for hiding and luring. Find the **Medicine [A]** bottle in one of the first row mausoleums as you exit the crypt. Silently execute both Watchdogs or they'll gang up on you. Find a **Shovel [B]** on a fresh grave near the entrance **[7]** to the next yard.

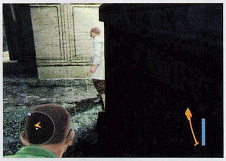


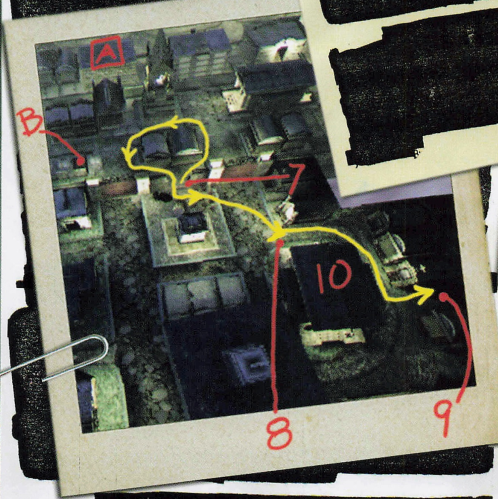
[redacted]

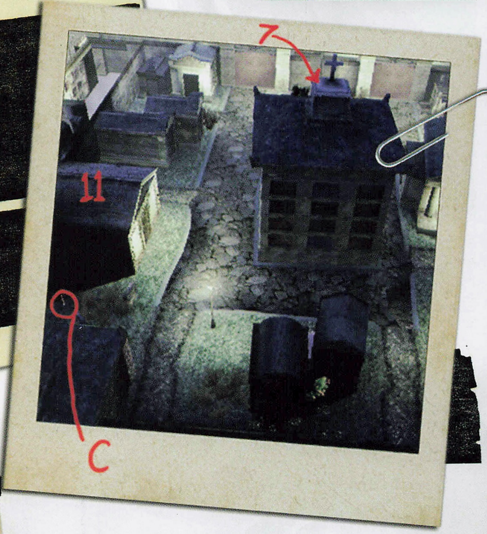
The Ghosts of Michael & Doctor Pickman

When you pass through the broken wall **[7]** that leads to the next cemetery, the ghosts of Doctor Pickman and Michael are seen in a cinematic. You must defeat them both. Pickman carries a Tranquilizer Gun and Michael has a Flare Gun. Michael actually appears behind you in the previous cemetery. You see him near the Shovel **[B]** in the cinematic. Pickman hangs out inside and around a corner mausoleum in the next cemetery **[10]**. It can be a very difficult to defeat each of these guys without the other seeing you, but we found an interesting route that seems to work well.

As soon as control returns to you after the ghost cinematic, turn around and silently move counterclockwise around the mausoleums behind you (see the yellow route on our map). By the time you circle around, Michael will be passing through the broken wall and into the next cemetery. You should catch up to him at a sneaking pace **[8]**. Execute him, then walk into the nearby shadow **[9]**. Pickman **[10]** appears on radar and most likely inspects your shadow. When he loses interest, follow behind and execute him.







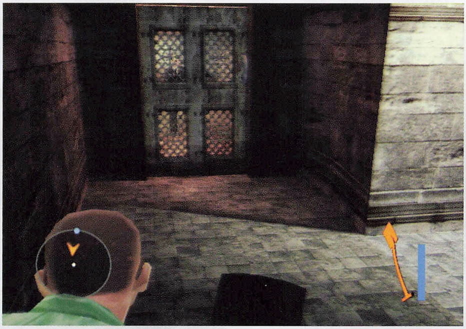
Finding & Entering the Underground Catacombs

The underground catacomb's entrance is located inside a mausoleum **[11]**. You must have a **Crowbar [C]**, enter the mausoleum through the hole in the wall, and break open the floor grate to access the catacombs. Once the grate is open, jump down into the hole and approach the next doorway to reach a Checkpoint.

Defeat Six Hunters to Unlock the Catacomb's Exit

Underground Catacombs

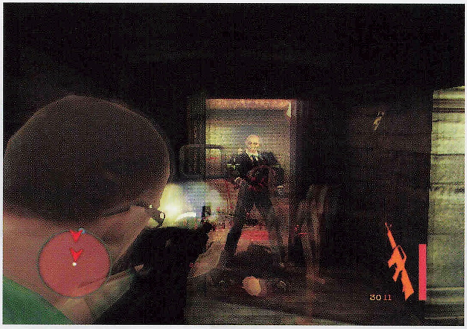
This is the most difficult challenge in the mission. There are about 10 Watchdogs in the catacombs, and all but a few are armed with M16s. You must defeat six of them before your only escape from the catacombs—a door at the far end—magically dissolves. Although only six kills are requisite, you will most likely need to defeat all of the enemies inside to make it out alive.



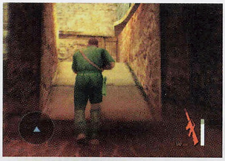
Since you can be easily flanked when taking the fight out into the catacombs, we suggest making the first, if not all kills, from inside the small room where you dropped down from the cemetery.

[redacted]

Equip the Shovel or Crowbar, then use it to knock on a wall. Hide in the back corner shadow, facing the door. If no one enters the room, then make sure you're knocking on one of the deep inside walls (preferably the one at your back as you dropped into the room). This causes the hunters to venture deeper into the room. The first hunter to investigate the sound is usually armed with a Shovel or a Sickle—the others have M16s. Repeat this knock, hide, and execute maneuver as long as you can, even after obtaining an M16.



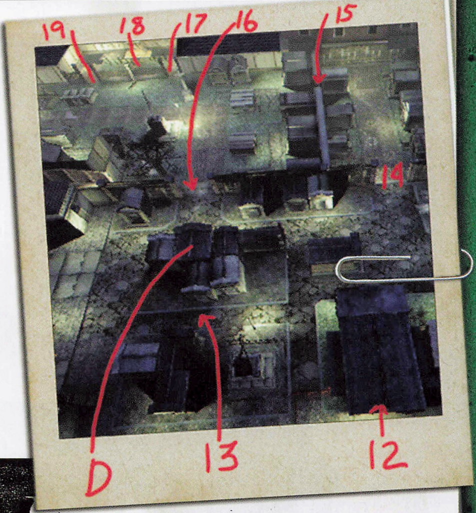
Once you have an M16, take cover behind the nook you dropped down into, then Swing Out and shoot through the doorway when it is opened. It swings shut, but when Watchdogs open it, you can shoot the opener and others in sight behind him. Your first M16 is insufficient for killing all of the enemies unless you score only headshots, so prepare to run to the door for more arms, then race back to cover. When the Watchdog parade stops, move cautiously through the catacombs to the back-right corner, find the **Medicine** in a nook just past the doorway, and then exit this area.



[redacted]

Carry Danny's Wife's Corpse to Her Grave

This task is more challenging on the Wii, where you are without the luxury of auto-targeting. When you exit the catacombs **[12]** and walk a few yards into the new cemetery, Leo slumps Danny's wife's corpse **[13]** on the ground, which appears as a green blip on the radar. You hear her ask you to lay her to rest and free her of the curse.



At any given time, you'll encounter two or three Leos. They appear out of nowhere and begin punching you, keeping you from your task. When this happens, drop what you're doing and shoot them. Leo sometimes drops bottles of **Medicine** when defeated. There's also a bottle of **Medicine** [D] in the mausoleum in front of the main gate.

[redacted]

Begin by shooting the Leos with the M16. Try for headshots to conserve ammo. Leave Danny's wife **[13]** where she is for the moment—she'll be alright… she's dead. You need to unlock the main gate **[16]** to the cemetery, but it's padlocked from the opposite side. You must find a way around.

Break the Cemetery Gate Lock from Inside the Graveyard

Enter the graveyard **[14]** to the right of the main cemetery gate and find the broken wall **[15]** in the back-left section. Climb over the wall and shoot more Leos. Open gates **[17]** and **[19]**, then shoot the padlock on the main cemetery gate **[16]**.

Pick up Danny's wife **[13]** and begin carrying her through the gate **[16]** and into the graveyard, stopping occasionally to shoot nearby Leos. Continue this until you reach the family plots in the back of the graveyard. Walk into the center grave **[18]** to complete the mission. In the ending cinematic, Danny finishes Leo once and for all.

[redacted]

DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
Est. 1932

RELEASE THERAPY

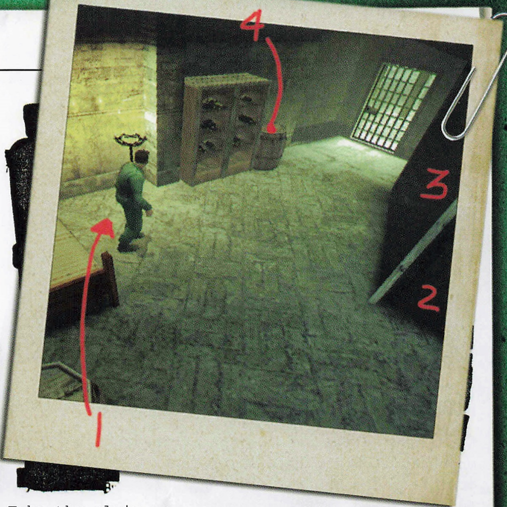
[redacted]

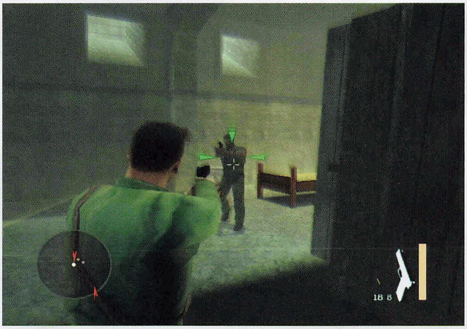
Get to Danny

Prisoner in Your Own Mind

EE: Barrel

This mission is obviously about the mind's struggle between Leo and Danny. Leo is locked up. He must free himself, then search for Danny and destroy him. You begin this ordeal locked in a wine cellar **[1]** without any weapons. Enter the dark shadow behind **[2]** or in front of **[3]** the leaning boards near the entrance. Make some noise to lure the guard inside. When he turns to leave, use the barrel **[4]** near the cell door to Environmentally execute him.

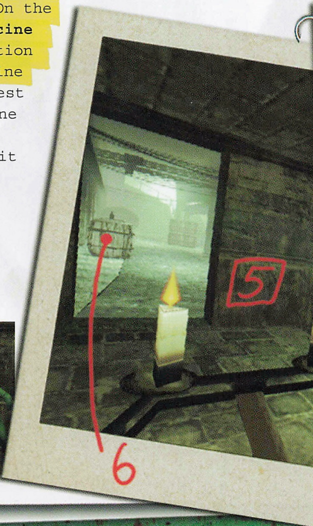


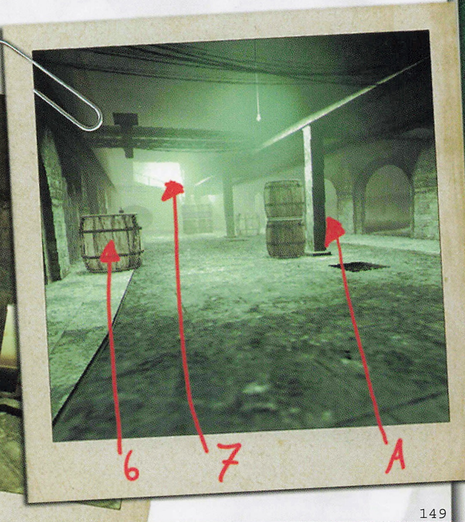


Take the slain enemy's pistol (it has eight rounds), then re-enter the shadow behind the boards and lure the next closest guard into the cell. When he turns to leave, perform a Weapon execution to save ammo. Take his weapon. You now have 15 more rounds. There are two more guards in the next area, so continue attempting this trick until all are dead, or they come in shooting. Take 'em out and take their weapons.

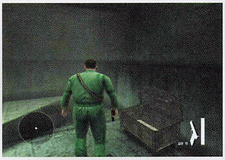
Wine Cellar Breakout

There's a doorway into a small wine storage room at the end of the first cellar hallway, as well as a connecting hallway to the right. Both routes lead to the next long cellar hallway, which looks very similar to the first. On the Wii, you can find **Medicine** on a table in the section to the right of the wine storage room. We suggest entering the small wine storage room. Wall Squash against the exit **[5]** and peek into the next hallway. There are Project soldiers covering behind wine barrels **[6]** in the next hallway. Swing Out and shoot.



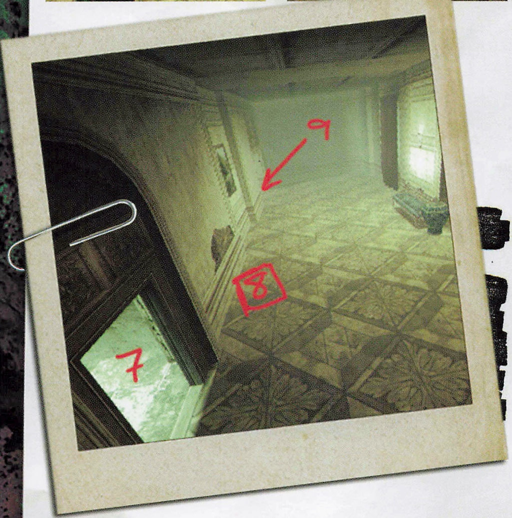


There are four soldiers. If you hold your ground, they will not flank you through the connecting hallway you passed earlier. However, if you retreat, there is a greater possibility of being flanked. Stay put and defeat them all. Kick open the chest along the right wall near the stairs in the next hallway to find a **Medicine** bottle **[A]**, then head up stairs **[7]**.



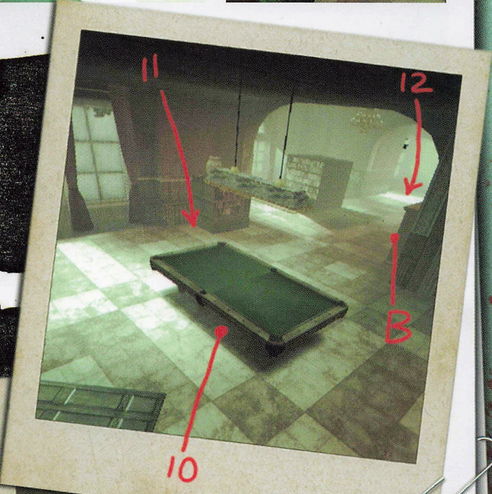
Mansion, First Floor

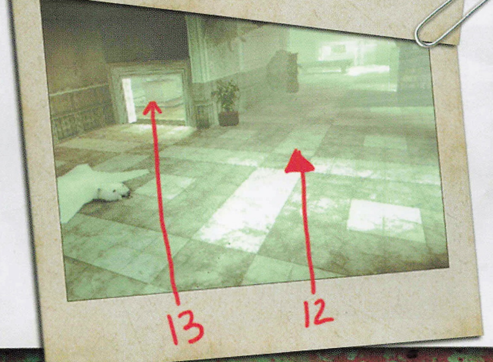
Enter the hallway at the top of the stairs **[7]** on the first floor, then stop midway where you achieve a Checkpoint **[8]**. Just a few steps further ahead, a Project guard leaps out into the hallway through the next door **[9]** and shoots. If you are prepared for this, you can easily handle him without taking any damage—try for a headshot. Proceed into the hallway he sprang from, then cautiously enter the billiards room.



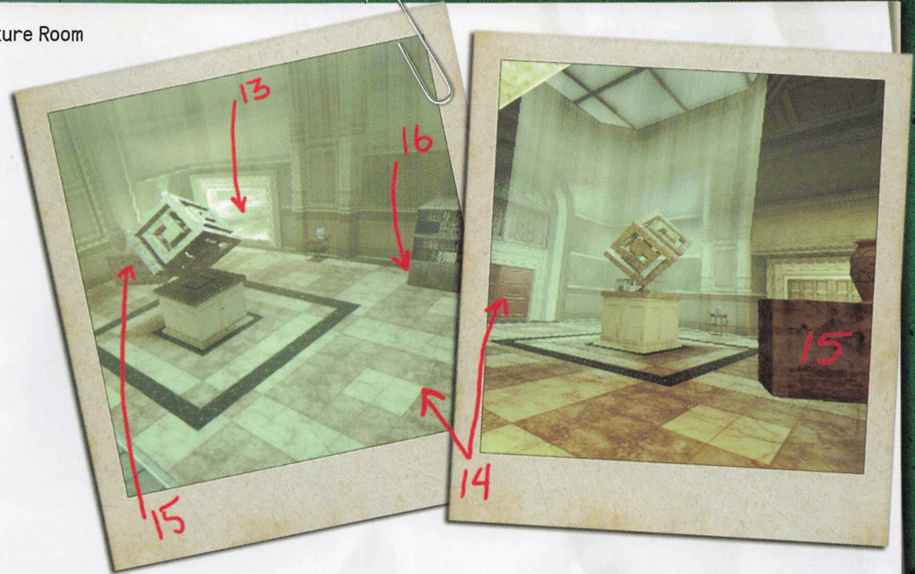
Billiards Room

Take cover behind the billiards table **[10]** or the first large cabinet **[11]** you reach. There are two enemies visible on the radar. They appear in the middle and the back of the room **[12]**. When you Swing Out and shoot one, two more appear from the exit **[13]** for a total of four Project soldiers. They are packing Uzis, so remain covered. To get the most punch out of your bullets, wait to shoot until they get brave and come closer toward you. Collect their Uzis and equip this new weapon. You'll find **Medicine [B]** in the large cabinet on the right side of the room. Proceed into the sculpture room.

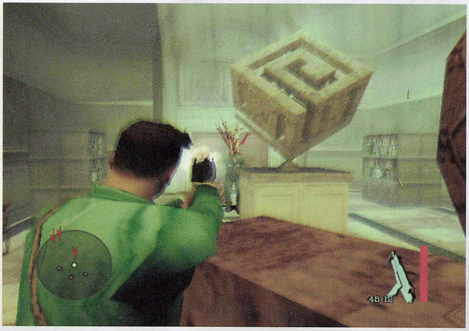


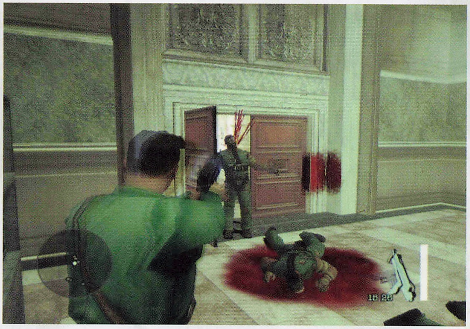


Sculpture Room



The sculpture room is devoid of enemies, but it's a great place to retreat once you enter the next hallway. There's a lock on the door, so use the **Crowbar** from the trunk along the back wall of the room, or just shoot the lock off. Push the doors **[14]** open to trigger the three enemies in the next hallway to attack. Run back into the sculpture room and take cover behind the cabinet **[15]** near the entrance **[13]** or beside the shelf **[16]** on the left. Swing Out and shoot the enemies as they enter the room.





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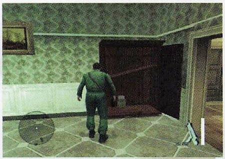
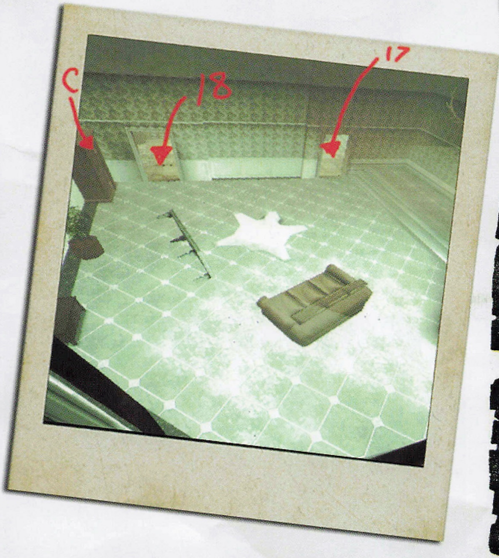
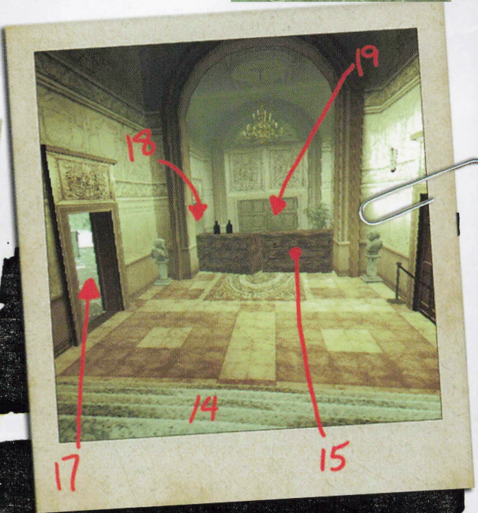
Living Room & Connecting Hallway

Head through the sculpture room's double doors **[14]** and into the hallway that was guarded by the three Project soldiers you just eliminated. The hallway is obstructed by cabinets **[17]** that have been pushed to the middle of the hallway. On the Wii, there's Medicine on the floor before this obstruction. You can also collect M16s from the fallen soldiers here. This is where the enemy would have hid if you took the fight to the hallway. Enter the living room on the left **[18]** to bypass this obstruction. Find **Medicine [C]** in the cabinet near the living room exit **[18]**, then head through the double doors at the end of the hallway **[19]**.

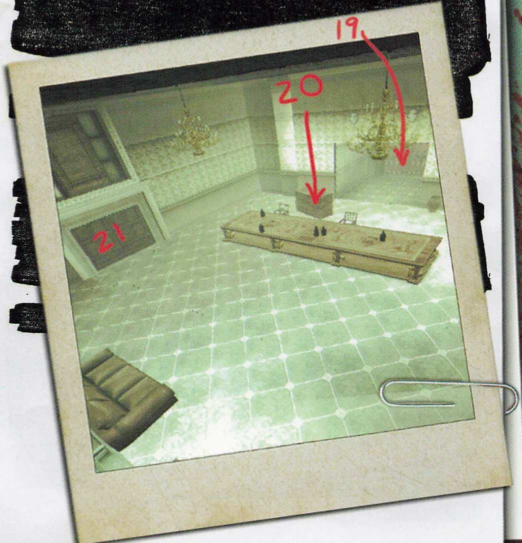


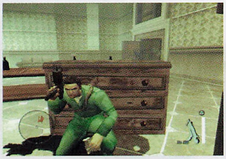


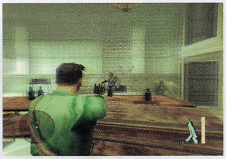


Great Room

Run through the double doors **[19]** into the great room. Take cover behind the cabinet **[20]** and begin shooting the soldiers who quickly file into the room through the double doors **[21]** on the right. Hold your ground and keep dropping them before they can gang up or flank you. Collect their weapons, then leave through the door where they entered.







Billiards 2 Hallway

After passing through the double doors **[21]**, you enter a hallway that connects a music room **[22]** to the second billiards room **[23]**. These areas are devoid of enemies, but you can find a **Medicine [D]** in the billiards room. When you approach the music room, the enemies inside get riled up. You can either take cover beside the doorway **[24]** and shoot into the room using Swing Outs, or retreat behind the cabinet **[25]** you saw when you entered the hallway. Some enemies will spill into the hallway to find you—if you retreat and let them. There are three assailants in the music room; if you shoot into this room, more foes enter through library doorway.

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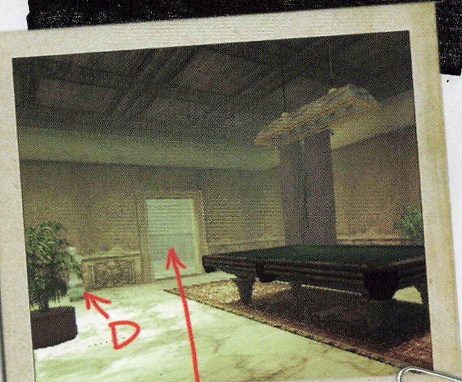

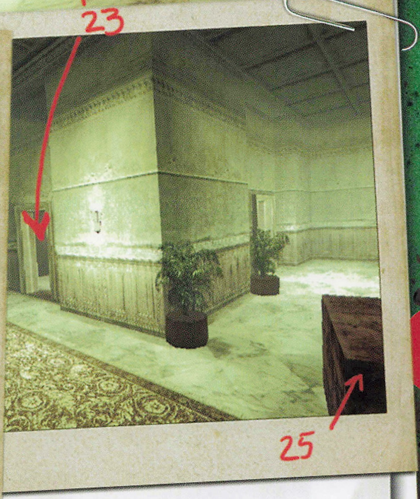

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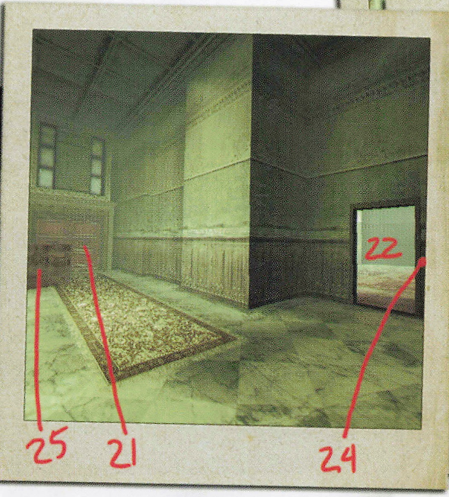
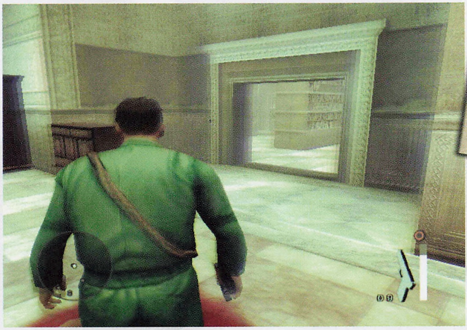
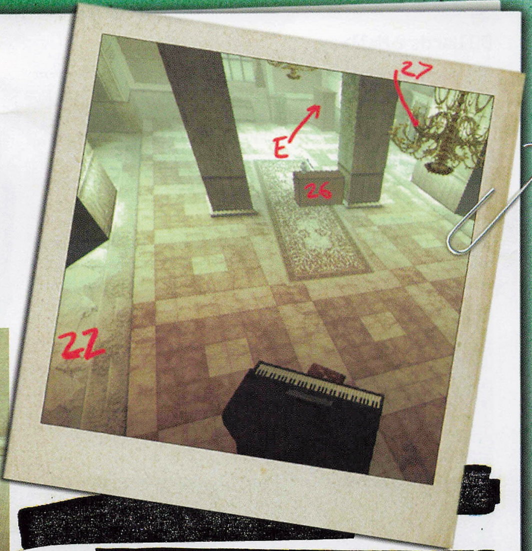


Music Room

Once the enemy attacks slow down, enter the music room **[22]** and take cover behind the centrally located cabinet **[26]**. Watch the library door **[27]**; if enemies cease to enter the room, take the **Medicine [E]** from the corner cabinet and approach the library door **[27]**. On the Wii, there's more **Medicine** in front of the small desk just a few feet away from the Medicine cabinet **[E]**. Enter the library, then retreat into the music room. Remain near the doorway. If this doesn't spark any enemy attention, then cautiously enter the library.





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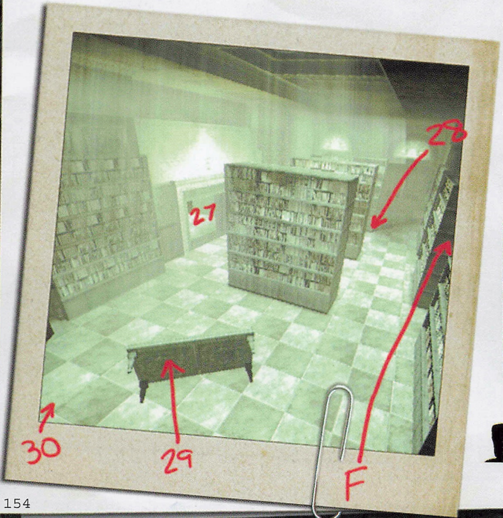
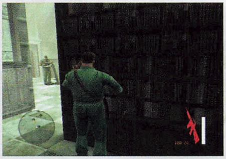
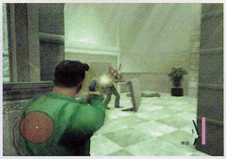
Library

Run into the library **[27]** and duck behind the leftmost bookshelf **[28]**. Wall Squash and peek around both ends. Locate the enemy, then Swing Out and shoot. If the enemies in the library were not drawn out into the music room, you'll find three enemies here.



The final enemy normally does not move from behind the overturned table **[29]**. Use the bookshelves for cover as you move toward the right side of the room to eliminate the enemy guarding the door. Replenish any lost health with the **Medicine [F]** in the book nook, then exit into the final hallway **[30]** to reach another Checkpoint. Enter the door at the end of the hallway to fight Danny.





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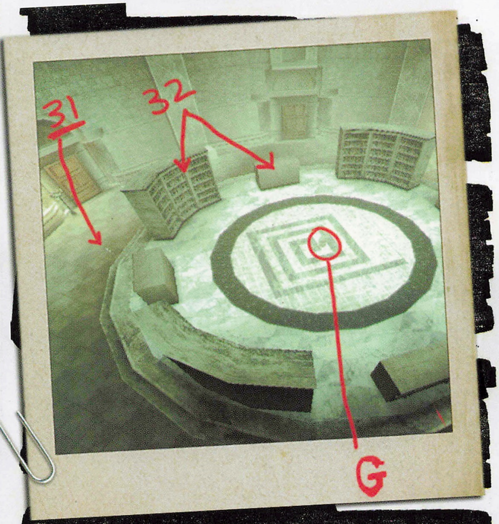
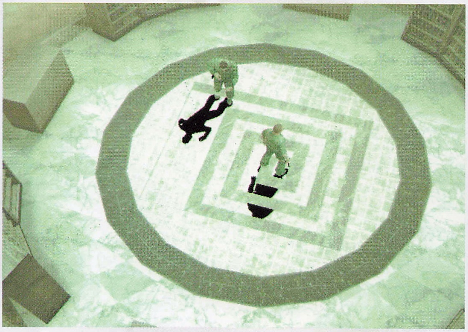
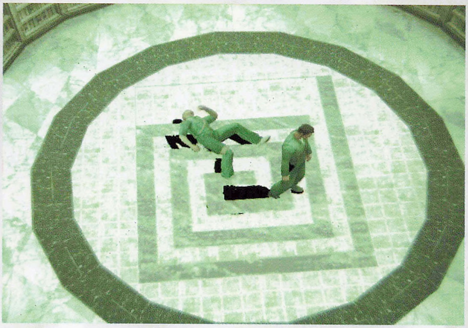
Defeat Danny



Leo and Danny face-off in a surreal, circular library. The winner of the "battle for the mind" takes control of the body forever. **Medicine [G]** bottles appear in the middle of the room and on top of a nearby short cabinet. Danny will occasionally drop **Medicine** or **M16 Ammo** when shot. The concept is simple: shoot the opponent to death before he takes you out. Much like the other enemies in this crazy mansion, Danny vanishes from one place and reappears in another. Danny is armed with an Uzi; you still have your M16.

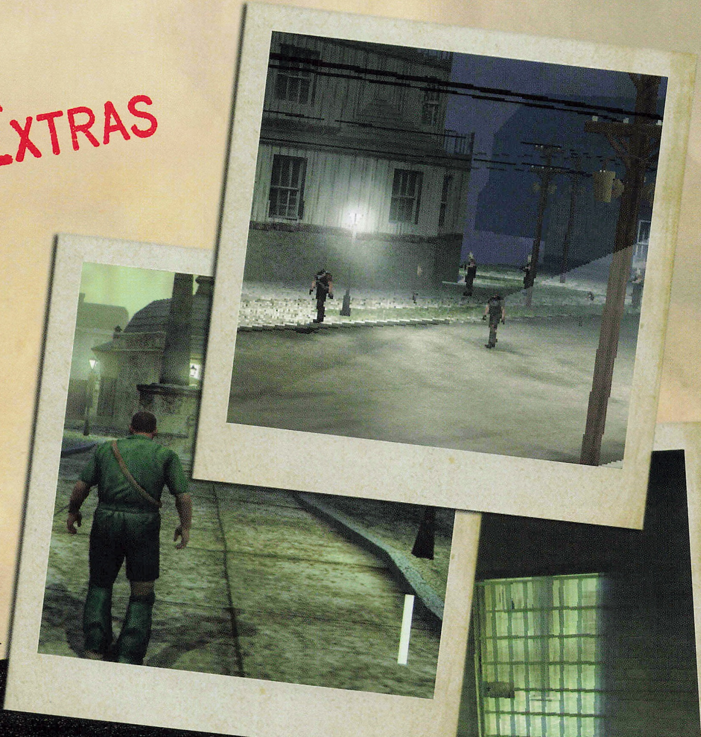


Stick to the outer pathway **[31]** and face the center, but keep looking left and right to see where Danny reappears next. Use free aim mode and walk around with your weapon drawn. Once you have Danny in your sights, shoot him non-stop until he disappears again. Use the cabinets **[32]** for cover until you locate him again. If you can't find Danny, look up—he sometimes appears on the top ledge surrounding the room. When M16 ammo runs low, more appears on the outer pathway. It takes about 12 well-aimed shots of steady bullet attacks to defeat Danny—a round being a hit that forces him to disappear again. Complete this challenge to view the ending cinematic.



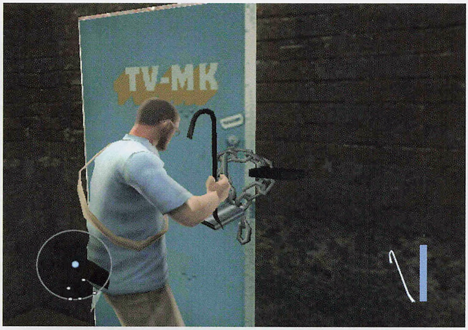
DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
EST. 1932

EXTRAS



General Tips

- Once you have a firearm, you no longer need to find or hold a Crowbar to open doors with padlocks. Simply shoot the lock with the firearm.



- Play Sane mode a few times to become very familiar with the number of enemies in each episode and their positions. The game is exactly the same in Insane mode, except for the lack of radar (which makes your job much more challenging).

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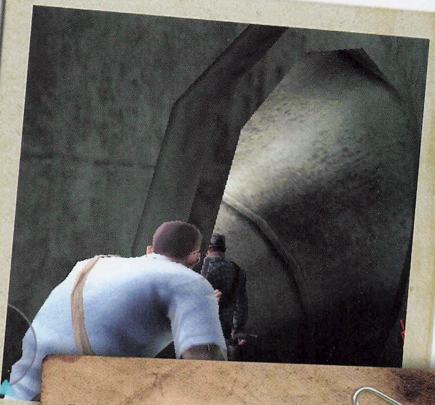
Crank up the sound! You've got to use your ears to help overcome the visual handicap (no radar). The music plays when the hunters are suspicious, and the soundtrack crescendos when you're being chased or actively hunted.

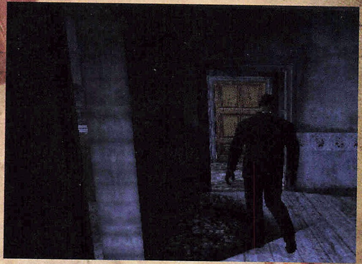
- Peeking around corners becomes much more important during Insane mode. Do not run around corners and into the open unless you are absolutely sure no one will spot you.

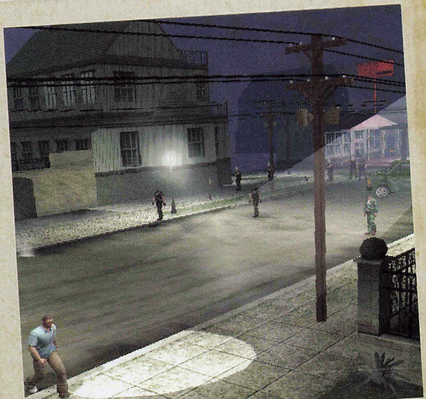
- You are chased more often in Insane mode—it's inevitable since you will not be warned of nearby enemies on radar. Master the art of running around blind corners and into shadows.

[redacted]



It's quicker and safer to execute than it is to get into a brawl. So keep your cool. If you have to show yourself to draw out hunters (a live lure), then run back into the shadows. There are no penalties for being spotted.





- Look around for witnesses before leaving the shadows for an execution. Since there is no radar, you must get into the habit of checking your surroundings more often than you would during Sane mode.

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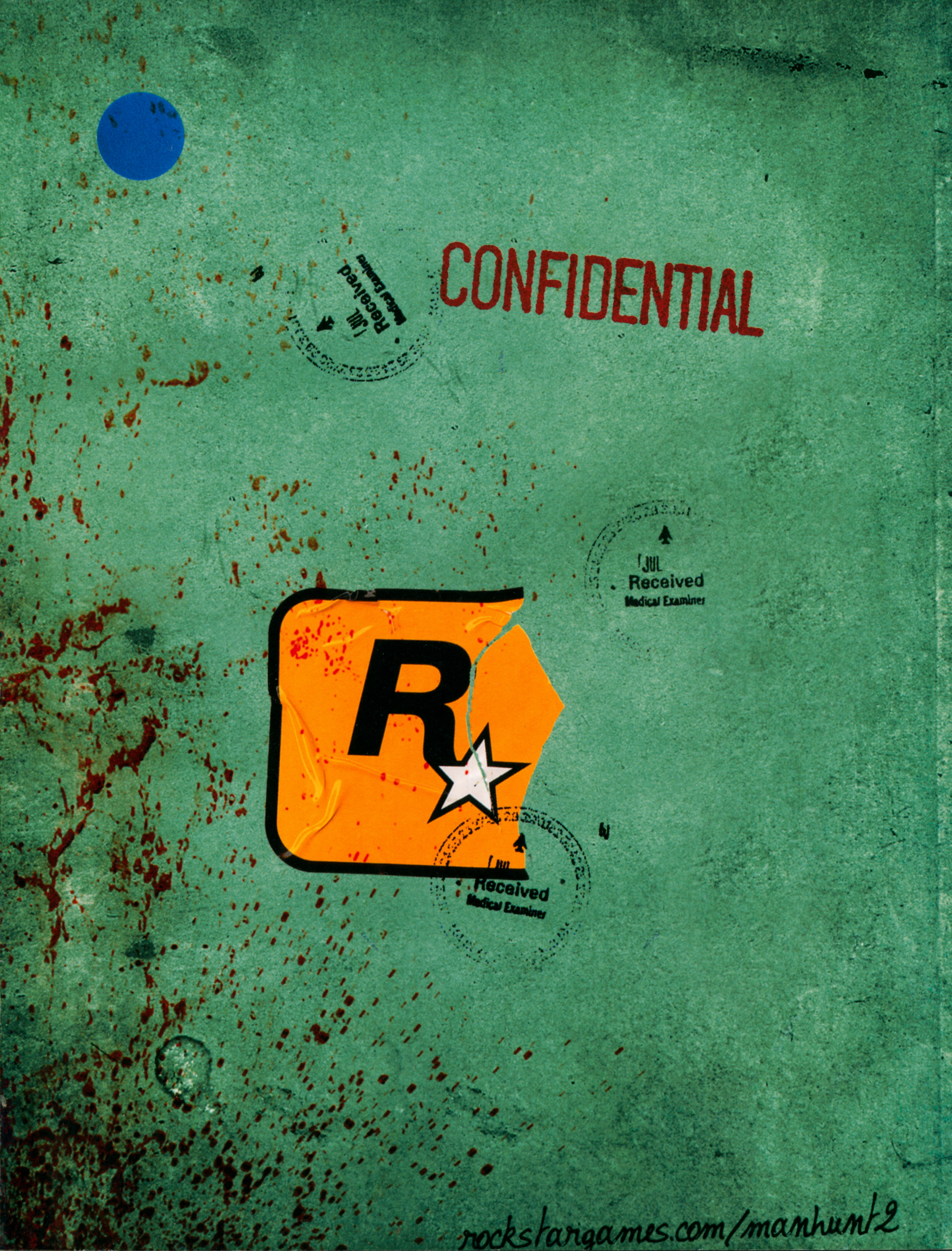
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